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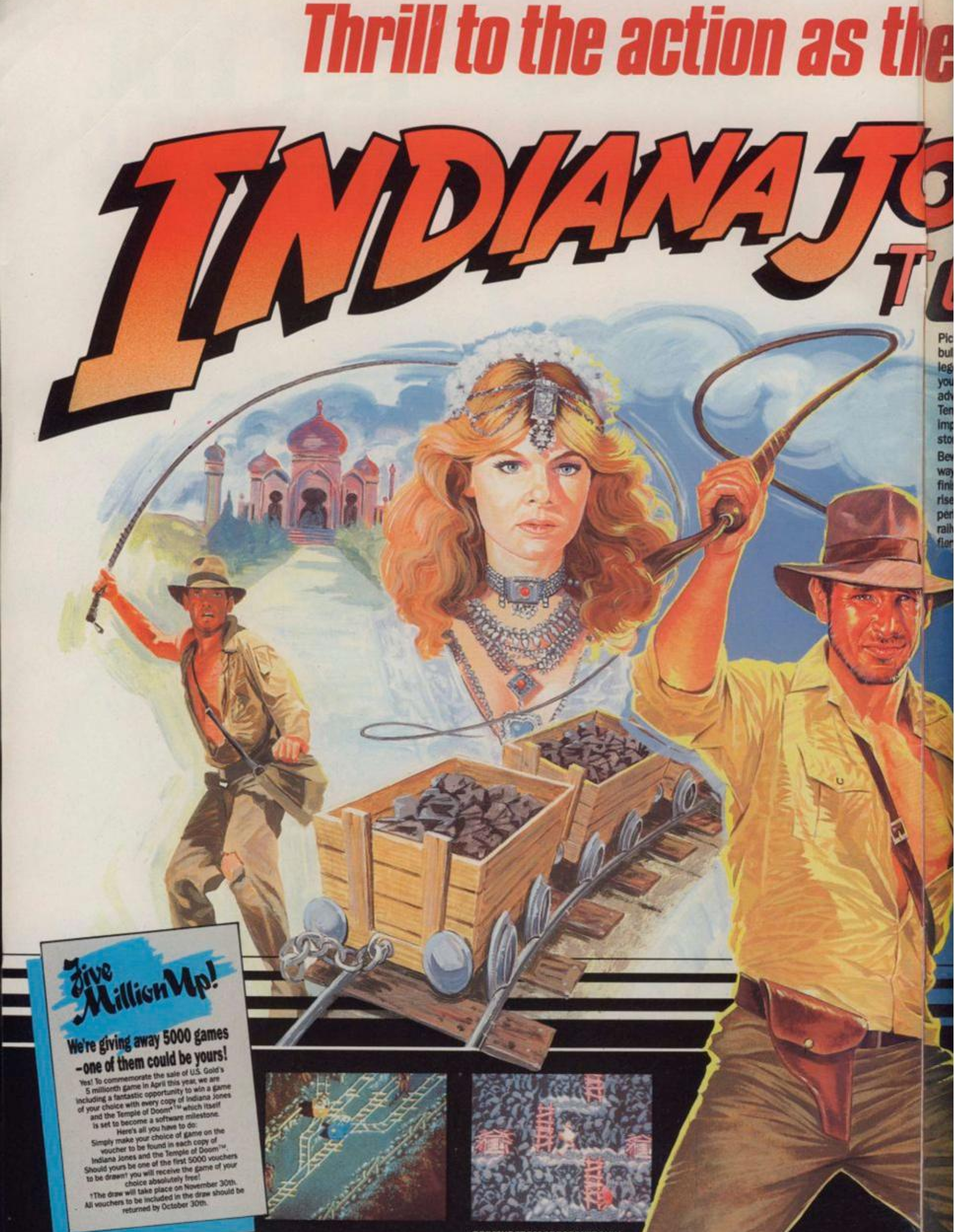

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Yes! To commemorate the sale of U.S. Gold's 5 millionth game in April this year, we are including a fantastic opportunity to win a game of your choice with every copy of Indiana Jones and the Temple of Doom™ which itself is set to become a software milestone.

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†The draw will take place on November 30th. All vouchers to be included in the draw should be returned by October 30th.

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● AH!! IT'S KNIGHT ORC/P94

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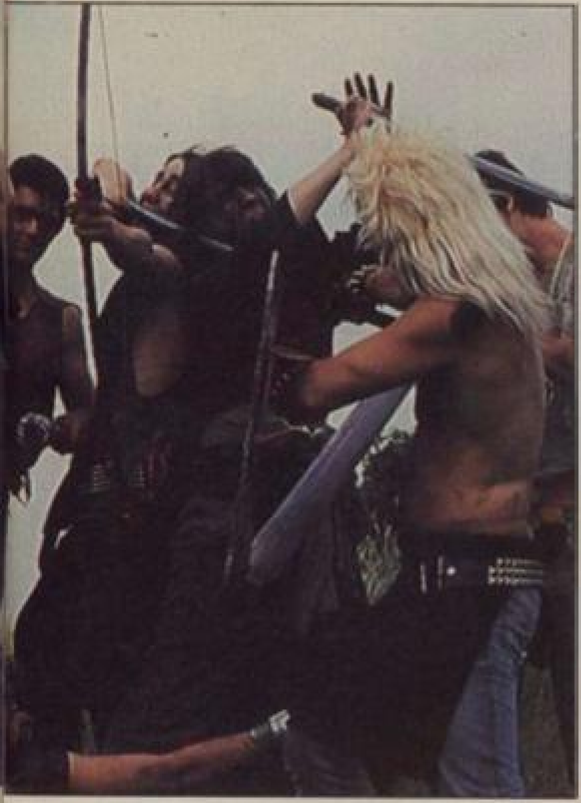

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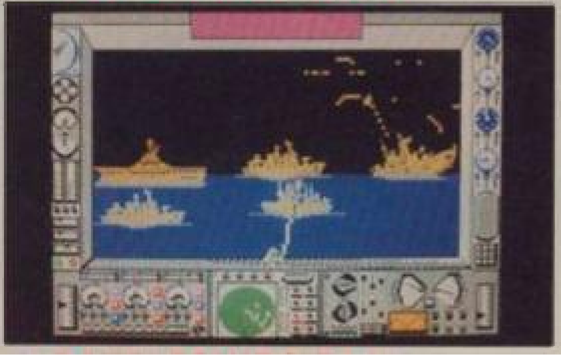
Oh officer, did you want me for something?

● POLICE QUEST/P54

● KNIGHT ORC/P94



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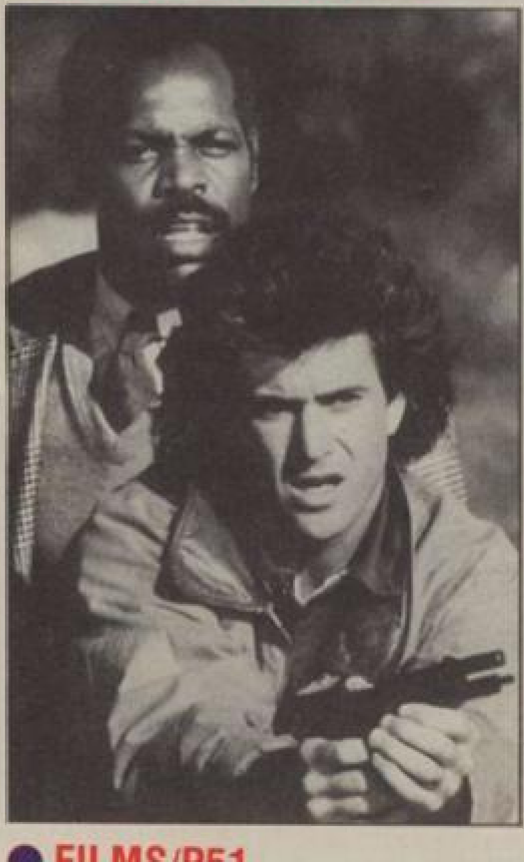
Inside Story

The Mean Machines are back! And inside we turn the spotlight on the **Atari, Nintendo** and **Sega** video games systems. The games, the hardware, *everything* you need to know about the exciting new entertainment sensations. And YOU can WIN your very own **Sega Master System** if you enter our amazingly easy competition. Talking of winning, you can also pick up a starship full of **Star Trek** goodies, PLUS an incredible **Photon Warrior Laser Combat Kit**! Don't say we never give you anything! There's Part One of our collectable jigsaw poster — a double-sided full-colour extravaganza which builds up month-by-month into a giant mega-poster which you can wallpaper your bedroom with. **Barbarian** and **Golden Path** are among our **ST** and **Amiga** reviews. We'll be bringing you a well wicked 24-page supplement packed full of the hottest news and reviews from the 16-bit scene.

Tim

● STARTREK COMP/P82



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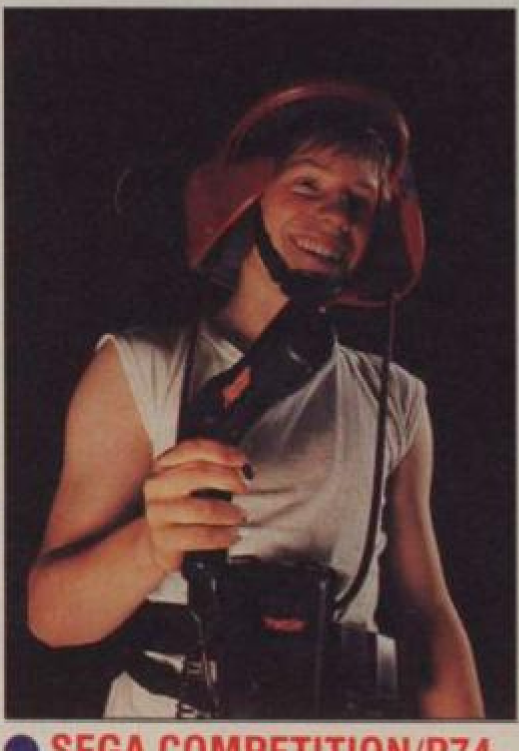

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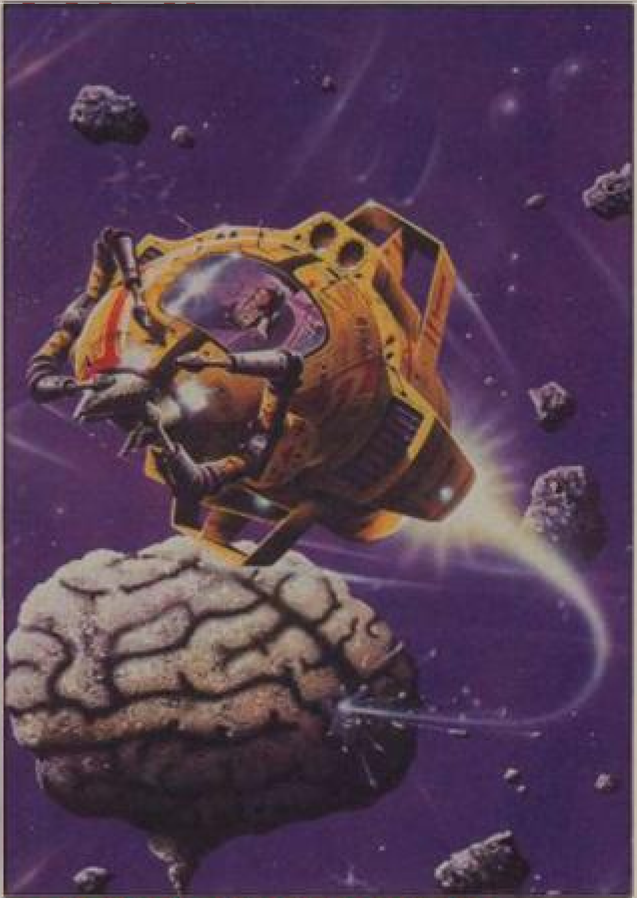

● AMAZING FREE POSTER

● ANCIENT MARINER/P110

JAPAN has a word for the

27
Game paks now available

CLU CLU LAND The evil Sea Urchin has hidden the gold in an underground mystery maze.

BASEBALL It's the most realistic baseball game outside of a ballpark!

HOGAN'S ALLEY Use your Zapper light gun to shoot the gangsters.

DUCK HUNT There's a duck in the air! You've only got three shots to bag this duck. And if you miss, even your dog laughs at you in this fast-action Zapper Gun game.

GYROMITE You've got to keep R.O.B.'s gyroscope spinning to help a mad scientist de-activate the dynamite in his laboratory in order to play this action-packed game!

GOLF Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game on par with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension. Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your tv screen and together you can tackle the enemy.

The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £99.00* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £159.99* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.

ultimate video game...
Nintendo™
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Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd., Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or 'phone: 09232 41811.

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Toys 'R' US
Grattans
Littlewoods Mail Order
Freemans Mail Order
Kay's Mail Order
Empire Stores Mail Order
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Allders Department Stores
Toy & Hobby
Argos Superstores
Telegames
Computer Magic
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Telebank
Harrods

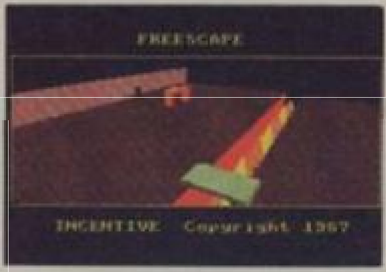
See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd – 8th, and Hamleys of Regent Street, London, August 10th – 15th.

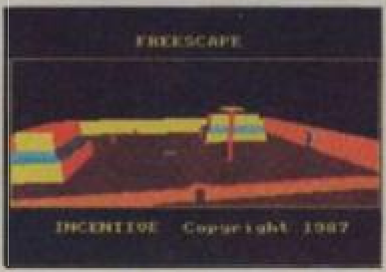
*Recommended retail price

News

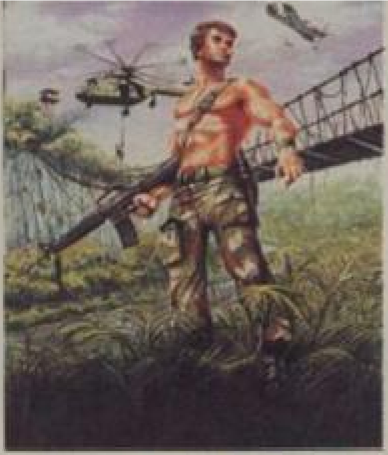
■ Ever fancied careering down the frightening Cresta bobsleigh run at zillions of miles per hour? No, neither have I. Still **Digital Integration** think you might enjoy a computer simulation of the event which is a whole lot less dangerous! Digital has been working with the UK's top bob driver **Nick Phipps** to bring you a sledge-sim featuring the world's hairiest runs like St Moritz and the Olympic track at Calgary, Canada. *Bobsleigh* is planned to hit the streets in the Autumn. Meanwhile here's a pic of the GB team christening their new bob with a spot of bubbly and not a reindeer in sight.

■ This is **Freescape,** a revolutionary new **3D Environment Simulator** system created by **Incentive Software.** These pics are simply a demo of the amazing capabilities the system has — and which will be used to the full in Incentive's new game called **Driller,** which should be out in time for the **Personal Computer World Show.** Using *Freescape* you can move to any point in three-dimensional space and then look in any direction — including up or down. More on *Freescape* as and when.





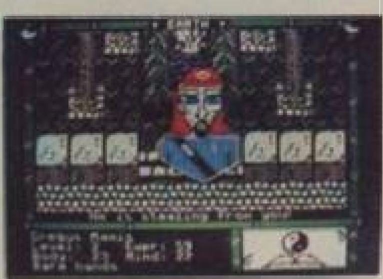
■ Oh No! It's **Captain Courageous** — prettier than Rambo and twice as tough. Cap'n will be coming your way from English Software, after he's dabbled in a bit of hair-raising jungle combat, perilous river rides, sniper attacks and a helicopter rescue bid. Available from September for the C64 on tape and disc at £8.95/£12.95.



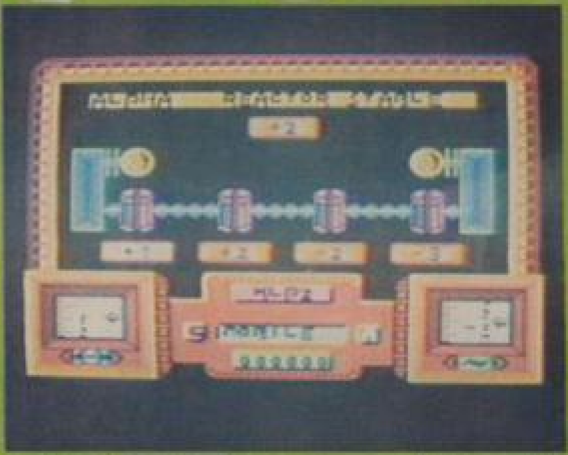
■ There's no excuse for not saving up for a well wicked Atari ST now that the American company has dropped the price of the **520STFM** to £299.99. It has a built in 360k 3½" disc drive and you can plug it in directly to any standard TV — just like your trusty Spectrum or C64 — except that the quality is SO much better. Atari are also relaunching their 130XE which they call "the ultimate teaching computer". It has an interactive voice prompt and a complete getting started in computing package.

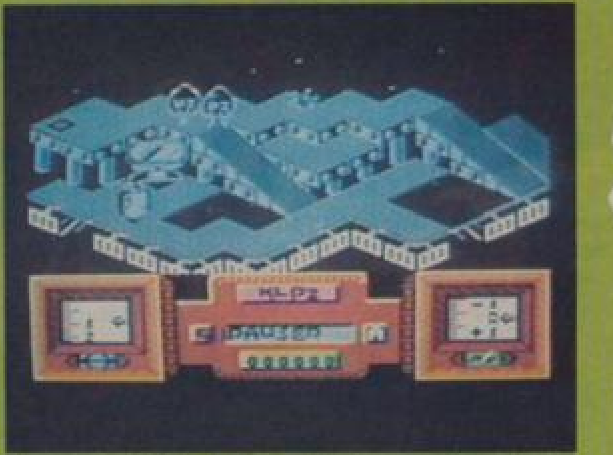
■ It was only a matter of time before the martial arts invaded role-playing adventures. And that time is now! **Moebius** from **Origin Systems** features role-playing and swordplay and martial arts all in one action packed package.

Moebius, the fabled deity of the island kingdom of Kantun, has chosen you, his disciple, to recover the stole Orb from the renegade Warlord and prevent the destruction of the universe.



You will journey through the ascending planes of Earth, Water, Air and Fire. At each level your challenges increase in difficulty, demanding greater courage and cunning. All of your martial arts skills will be required to survive the ninja-like assassins who seek to foil





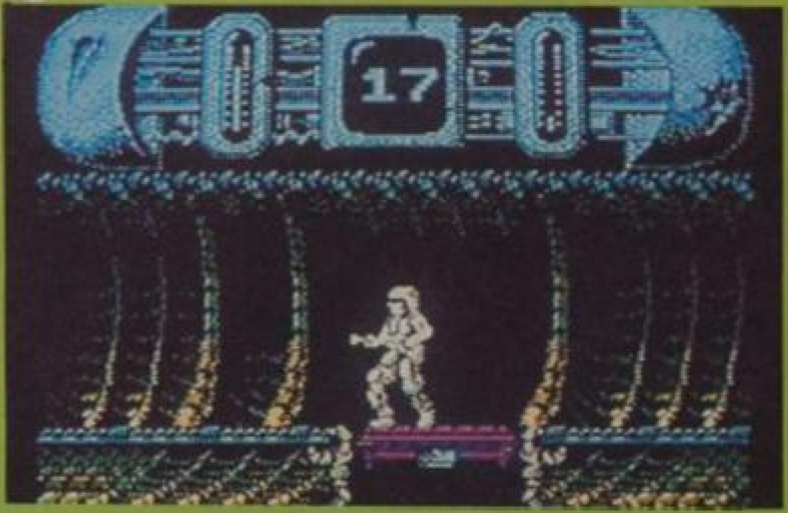
■ **Steve Turner,** Hewson's wizard programmer, is putting together the final pieces of **Magnetron,** his follow up to *Quazatron.*

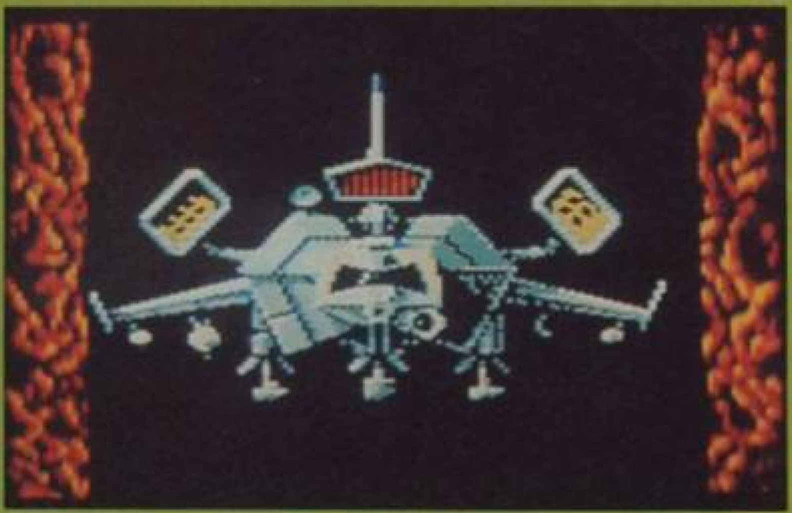
The arcade adventure, for the Spectrum and Commodore, looks like, and to some extent plays like, *Quaztron* but it takes place on one of the moons around the original Planet Quartech and is more involves more strategy than droid destruction. The central character, KLP-2 is the same and he can still grapple, destroy and take the energy or devices of other droids. But his main task is to overload or deactivate the reactors which power the power lasers around the around the planet, then his buddies can invade.

Each reactor has plus and minus charged rods. To distrupt them take one type of charge from a rod, say plus, and transfer it to a rod with the reverse charge, minus. If you do it often enough and in correct sequence you'll overload the system.

The game also includes strategy elements, such as the transfer game which takes place in a three by three square. It's rather like the jackpot slot machines where you've got to get matching shapes on one line. Each line does something for your droid. It may, boost your energy, help you with weaponry or mess around with enemy robots.

Steve's also included a host of new weaponry systems which KLP2 can collect. There's a mortar and a bouncing bomb which'll go up as well as down steps, boomerang that returns and a frizzbee which'll take the top off any alien.





■ Meet **Trantor** the last stormtrooper. This Mr T is on a do or die mission and needs your help. This new game from **Probe** is shaping up to be really spectacular. We've seen bits of the Amstrad and Speccy versions and they look pretty neat. The story? Here it is! Many light years into the distant future, in a world where the predominance, and even survival, of a solar system, still rested upon the superiority of its technology, a bitter war of struggle was beginning to erupt.

From the radiating point of Zybor, the forces of the Worlds reached out cautiously into the black unknown of the Periphery. Zybor had endured power for tens of thousands of years. It had included all the planets and moons of the Galaxy in a centralised rule, sometimes tyrannical but always orderly. However, its people knew that its reign had fallen, that Zybor no longer ruled, that greatness had departed and peace had disappeared.

Zybor was embittered by the eternal danger of the new worlds, expecially Nebulithon, who had a mature atomic ecomony and had recently advanced in the development of the devastating Quark MK3 bomb. Trantor had been chosen to lead a squad of mercenaries to destroy the bomb.

Once the squad had reached their destination they had to locate a communication console, every 90 seconds, or risk their implanted bombs draining the life from their bodies.

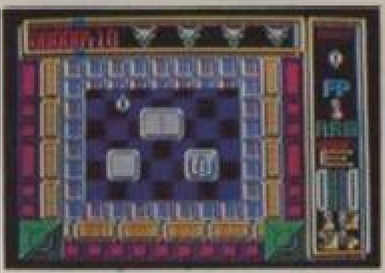
your quest. Sword-wielding rebel guards will test your blade every step of the way. And watch out for wild beasts *that stalk the forests!*

Local villagers can help, but bewere — the wrong approach will frighten them away, leaving you in a world where starvation looms ever-present. Wise use of magical charms, prayers and fireballs is essential in reaching the final confrontation with the treacherous Warlord — where victory brings recovery of the long-sought Orb of Celestial Harmony.

Moebius will be first available on C64 disk priced at £19.95 and comes with a manual and oriental headband. Other vesions planned for later in the year will be Apple IBM, Amiga, and Atari ST.

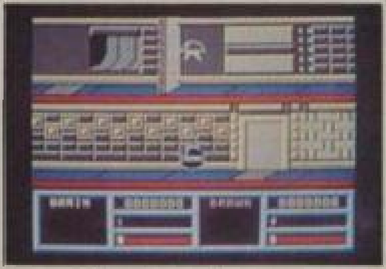
Origin Systems Inc. are the producers of such titles as the Ultima series and also their last release *Autoduel* now available on disk for the C64 and Atari XL/XE and ST. All details for Origin products can be obtained from Microprose, 2 Market Place, Tetbury. Gloucestershire GL8 8DA.

■ Latest from **Starlight** is **Hybrid** — featuring three battle droids, The Brain, The Xylon and The Robot is out next month for the Spectrum, Amstrad and 64. The three droids have to be manipulated to destroy — you've guessed it — menacing aliens within a 200, room complex. The neat bit about the game is that you have to merge the three droids together at stages crucial stages in the game.



■ **The International Arcade Player of the Year** contest blasts to a climax at the PCW Show, Olympia, in September. Four winners, from UK heats staged by Arcadia — Mastertronic's coin-op arm, will meet the all star US Video Champs in what is likely to be a bitterly contested battle. Our team will be composed of high scoring members of the media while the US team is composed of guys who hold eight arcade endurance and high score records. The coin-op used in the final will not have been seen by Yanks or Brit's but we have a feeling our guy had better keep practising.

■ Use your brains — and a bit of brawn in a newie on the way from **Probe.** Called Brain and Brawn the game is set inside yet another giant computer. Your job? To deactivate it — that's what. *B+B* is



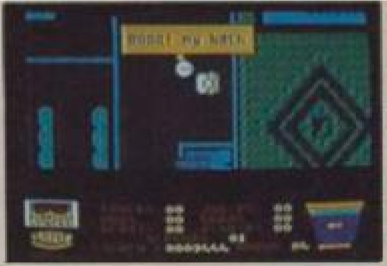
essentially a two player game, each controls Brain or Brawn, two droid-like thingies.

■ **Reaktor, Ariolasoft**'s £4.99 post budget range, sports three new titles.

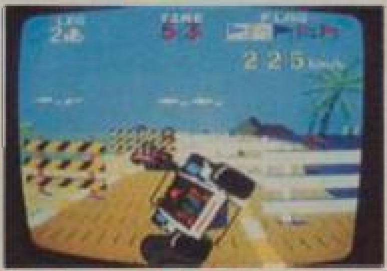
Deathride, for Spectrum, Commodore and Amstrad, takes place on the Trans-Canadian Express where the McClusky Gang, is after a large gold shipment. Mick The Mountie chases them down the train in an attempt to stop their getaway.

Deadringer is set in space where you run around a ring *arena, shoot out the opposition* and set a new lap time.

All titles are available on Amstrad CPC, Commodore and Specrum, immediately.



■ **Buggy Boy** is on the way from **Elite**. We've had a brief encounter with a half finished 64 version and it has to be said that the game is looking well wicked. No release date as yet — but you should have enough time to save up for two new TV's so you can experience the three screen thrills seen in the original arcade version!



■ Here are two more tokens for you to use in our great **Mastersound** tape offer. Remember you can get 50p off summer sounds on cassette from Mastersound, including Heat of Soul and Heat of Reggie. Check out our June issue for all the details.

MASTER Sound
2
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MASTER Sound
3
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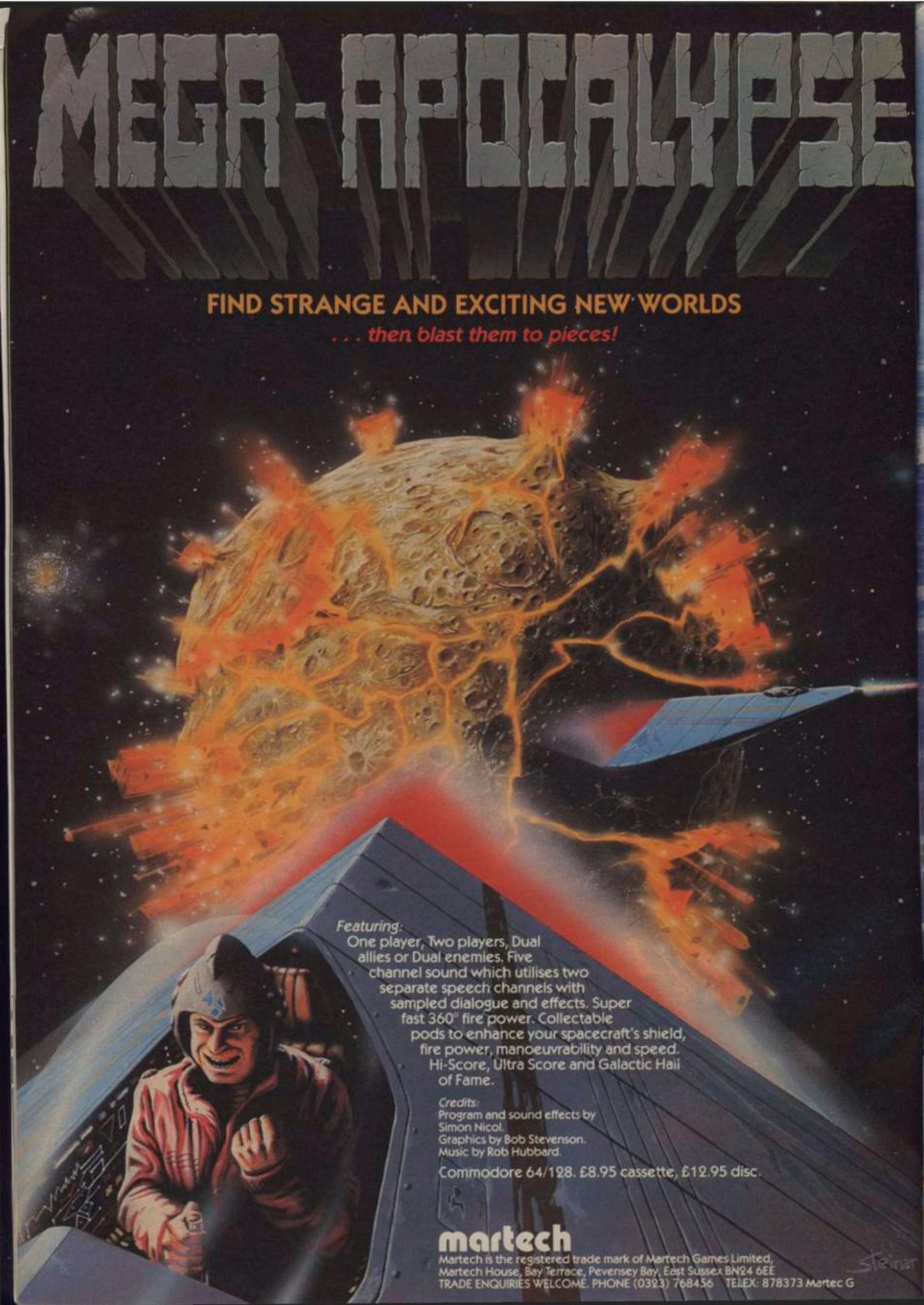
MEGA-APOCALYPSE



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. . . then blast them to pieces!

Featuring:
One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.

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Program and sound effects by Simon Nicol.
Graphics by Bob Stevenson.
Music by Rob Hubbard.

Commodore 64/128. £8.95 cassette, £12.95 disc.

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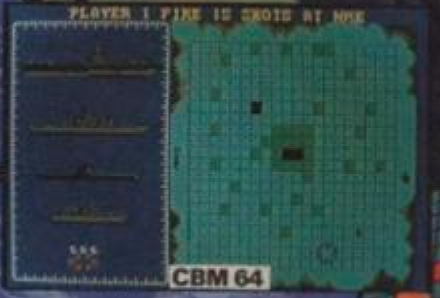
BATTLE SHIPS

THE CLASSIC BOARD GAME *NOW* ON COMPUTER

PHASE 1 – ENEMY IN SIGHT

Using skill and judgement you must plot your fleet's gunfire onto an elusive enemy. You will need to know the measure of your opponent . . . and outguess him!



Spectrum Cassette	£7.95
Commodore 64 Cassette	£9.95
Commodore 64 Disc	£14.95
Amstrad Cassette	£8.95
Amstrad Disc	£14.95
Atari ST	coming soon

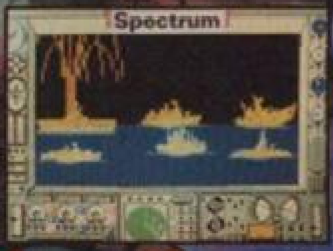
RELEASE DATE

Sept 14th

© Elite 1987

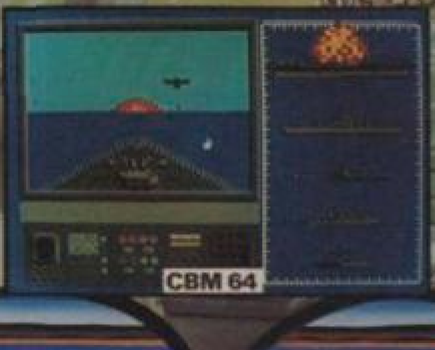
PHASE 2 – ATTACK

Fire!! On your command, your guns and bombers roar into action. Stunning battle scene graphics give you, the Commander, an up to the minute picture of the battle as it unfolds.



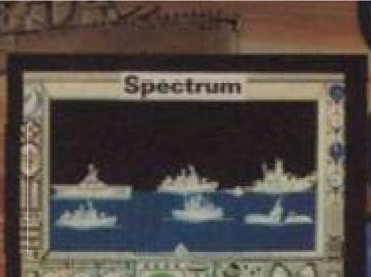
PHASE 3 – UNDER FIRE

Now your fleet undergoes the nightmare of attack. Besieged by bombers and under fire from enemy guns, outmanoeuvre your opponent's fleet and prepare to counter-attack.



PHASE 4 – THE VICTOR

To the victor, the spoils. Enjoy the fanfare of the victory sail-past in glorious graphic detail.



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News

■ Help the **Battle Against Cruelty to Kids** by getting your hands on a copy of **BACKPACK,** a new compilation of 10 top games put together to raise cash for the **NSPCC/RSPCC**. The money raised by this new collection will help set up Child Protection Teams — experts who know just how to deal with cases of child abuse. We can't think of a more worthy cause and at under £10 — that's just £1 per game — the compilations are amazing value for money. The Spectrum tape consists of *Xeno, Deactivators, Night Gunner, Bounty Bob Strikes Back* and *Lunar Jet Man.* The Amstrad tape has *Xeno, Deactivators, Night Gunner, Tempest, Marsport, Monty on the Run, Starion, Nomad, Starstrike* and *Knightmare.* The C64 collection features *Xeno, Barry McGuigan's Boxing, Deactivators, Bounces, Spindizzy, Monty on the Run, Starion, Bounty Bob Strikes Back, Skyfox* and *Electra Glide.*

* * *

■ **Starglider** fans will soon be able to play their fave game down at their local arcade. Ace arcade company **Bally/Sente** has signed up *Starglider* for their new Amiga based arcade machines. So you should be hearing the sultry tones of C+VG's arcade queen **Clare Edgeley** echoing around your neighbourhood arcade palace very soon. If you didn't already know, **Rainbird** used Clare for the digitised speech sequences featured in the game. Big Sister is speaking to you!

* * *

■ Want a copy of **Elite?** Then you're in luck. We've got a selection of the latest versions of this classic space trading game to give away to the first four people who write in and ask us for a copy! What could be easier. If you've got an Electron, a BBC Micro and Master we've got some goodies for you. We've got an Electron version, a BBC Micro tape version, a BBC Micro/Master 5¼" disc version, and a BBC 3½" compact disc version to GIVE away to the first Beeb owning C+VG readers to write in — on postcards only please. And don't forget to include your address and the version you want on your card — otherwise you'll be feeling pretty silly, won't you?

■ **Boulderdash** is back! And at a knock-down, unbeatable price of £2.99 from **Prism Leisure Corp.** If you haven't already got this classic in your collection there's absolutely no excuse for not getting it now. Rockford and the assorted boulders and insects which make up his world provided C+VG reviewers with months of fun when the game first appeared a few years back. *Boulderdash* is available on the Spectrum, C64 Atari 400/800 and Amstrad. *Boulderdash II* is out again for the Spectrum, C64 and Atari, again at £2.99 tape, £4.99 disc.

* * *

■ Star Gazer **Chris Clegg** recently received a prize of a Netwonian telescope and tripod for his success in solving problems posed by Martech's **The Planets** earlier this year. It took Chris almost one year of late nights and trips to the reference library to solve the clues in the program. But after the presentation by Astronomer and TV personality Heather Couper, bleary-eyed Chris agreed that the time had been well spent.

* * *

■ **Mattel Toys** has launched a new video disc system in the States. The system, aimed at children, incorporates interactive video similar to the system used in coin-ops such as **Dragon's Lair,** digital sound and computer program data, all stored on interchangable standard sized compact discs. Mattel intends to produce interactive games, entertainment software, children's entertainment packages and even music videos on the system. It'll be launched in the US in September but is unlikely to be seen on this side of the Atlantic until next year.

* * *

■ A dark feast of fantasy and horror authors, illustrators and film directors will be gathering at The Midland Hotel, Birmingham, for **Fantasycon XII.** It's a cosy affair where you can talk to British and American professionals, make friends with other fans and get your fave novels autographed. There's also a continuous video program, a raffle in which you could win film posters and props, and The British Fantasy Awards Banquet. More info from Di Wathen, Fantasy Con XII, 15 Stanley Road, Morden, Surrey, SM4 5DE. But hurry, it takes place between 4-6th of September.

* * *

■ Brave *C+VG* gamers **Paul Makelyne** (left) and **Paul George** (Right) took on the might of Martech's **Mega Apocalypse** in an inter-magazine play-off held at London's City University. The gamesters had three minutes on an infinite lives version of the Simon Nichol's game. **PG** did well with 18,793 but **PM** pipped him with 22,061. The winner, however, was **Julian Rignall** of *ZZap 64.*

* * *

■ The guys from **Palace Software** are about to become Outlaws when they launch a new software lable later this year. **Outlaw Productions** will bring together some of the country's most talented independent designer/programming teams. The first release is the **Shoot 'em Up Construction Kit** for the CBM64. It's been developed by **Sensible Software**, responsible for Ocean's *Wizball* and *Parallax.* The construction kit enables a person with no programming knowledge to write professional style arcade games. Sounds interesting, though it's been tried before by Melbourne House and Quicksilva before.

* * *

■ **Ocean's** recent problems with the release of some of its big summer titles appear to be over with the imminent release of **Taipan** at last. The problem's concerned the compression of the 128K Spectrum version into 48K and the ST version onto disc. At least this quantity problem bodes well for the quality of the finished game.

* * *

■ More exposure for best selling author **Jeffrey Archer. Domark** has licensed **Not a Penny More, Not a Penny Less,** the first novel he wrote to get him out of bankruptcy back in the 60's. The plot concerns four businessmen and their attempts to take back one million dollars from swindler Harvey Metcalfe. In four cleverly conceived plans they aim to take no less and no more than the money he took from them in a share dealing fraud. Sounds like a strategy game to us, but **all** will be revealed by Archer and Domark at next month's PCW show.

* * *

■ Those Hard Guys at **Advance** are betting on a 16-bit led games scene next year. Advance is prepared to back its bet with an ST version of **Butch Hard Guy**. It's only £14.95.

■ "Holy **!!". The Ed screamed as he opened the mysterious package from Denmark" Someone is trying to wipe us out!" But the authentic looking grenade turned out to be the latest in designer joysticks — called the **Terminator.** This cute little stick is shaped like a real live grenade, complete with firing pin. **Terminator** has been created by a Danish company called **Super Soft** and will soon be on sale in this country. But true to form we've got our hands on some of these nifty new gadgets first and we want to give them away — 20 in fact. All you have to do is tell us the name of the actor who starred in the movie *Terminator.* Send your entries, on postcards ONLY please, to Computer + Video Games Terminator Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AV.

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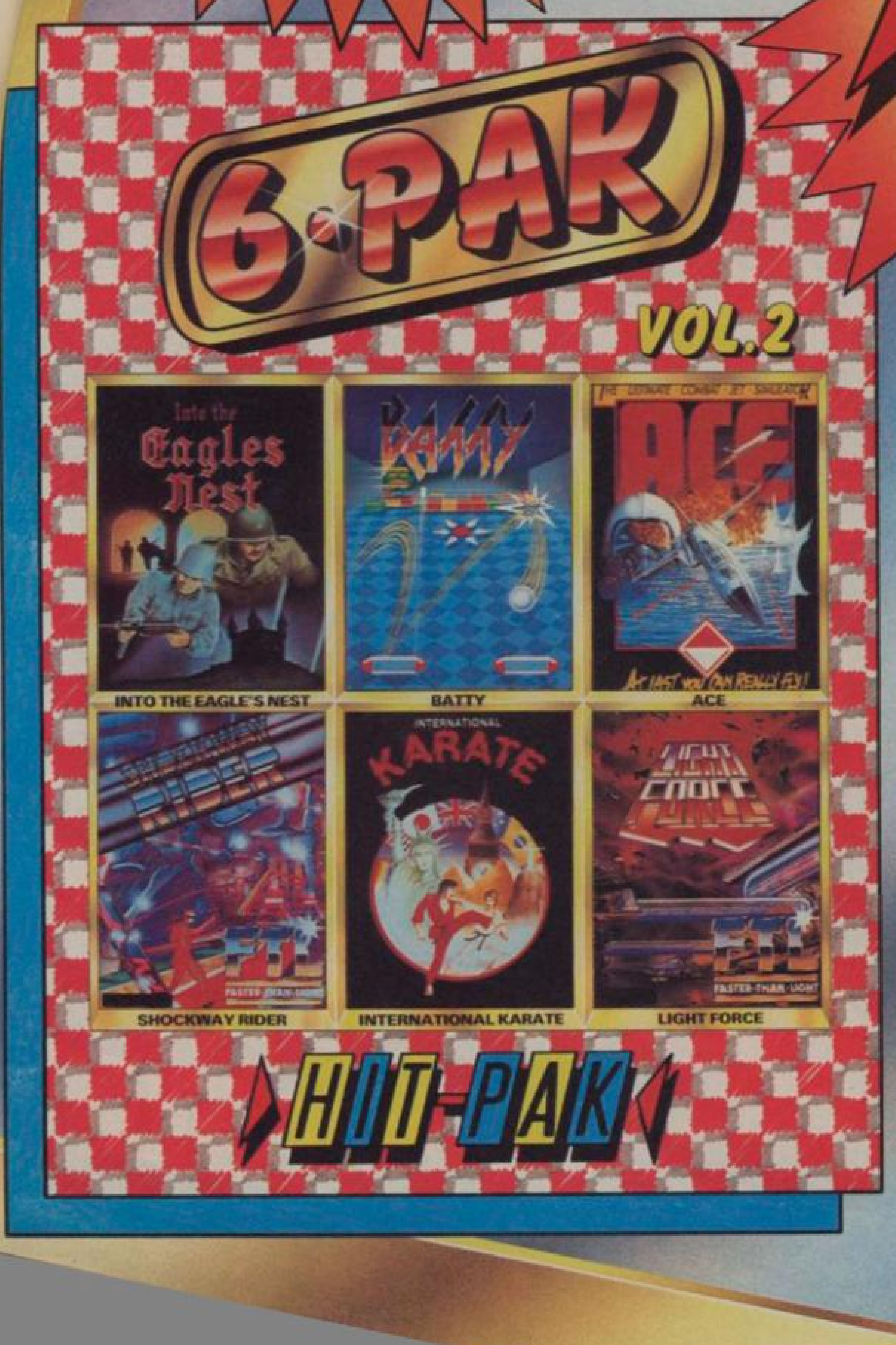
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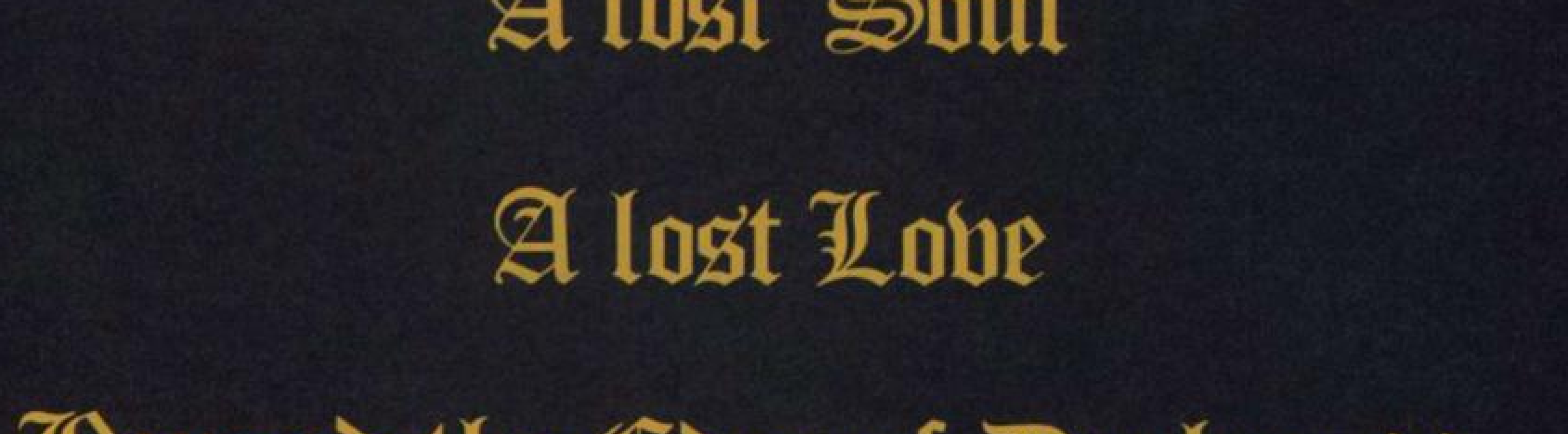

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THE REVIEWERS

TIM METCALFE:
The Ed man wields the fastest joystick of all. When his word is heard you better listen.
PAUL BOUGHTON:
Shoots from the lip. Likes zip in his zap.
LEE BRATHWAITE:
Radio Lancashire's ace games man, always ready to air his views.
CHRIS CAIN:
The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age.
DAVID BISHOP:
As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.
STEVE BADSEY:
The Doctor reports from the frontline about war and strategy games.
NICKY TREVETT:
Reclusive Nicky has the knack with the BBC.
JOHN GILBERT:
Beep! Beep! He's back from the Dead Zone!
JERRY MUIR:
Games expert Muir has the Atari 8-Bit between his teeth. Something he XLs at.

BEEP BEEP!! ™
Ro ™

- ► MACHINES: AMSTRAD/ATARI ST/CMB 64/128/SPECTRUM
- ► SUPPLIER: US GOLD
- ► PRICE: £9.99 (CBM, SPECTRUM, AMSTRAD TAPE), £14.99 (CBM, AMSTRAD DISC), £24.99 (ATARI ST DISC)
- ► VERSION TESTED: ATARI ST
- ► REVIEWER: JOHN

Beep, Beep! It's nail biting. It's beak against snout. *Road Runner* has swopped the cartoon canyon for the computer trail in an effort to out-fox that peril of the road — Wile E. Coyote.

All you've got to do is pick up the seeds and lemonade bottles on the desert road but, as always, that long eared enemy of yours is close by with knife, fork and a host of impromptu gadgets to bring him even closer to fricaseed bird and french fries.

The seeds maintain Road Runner's hectic pace, and if he misses five of them he'll not only fail to gain important points but also faint from malnutrition and lose a life. Lemonade is also invigorating but if you stop to drink it you'll spend several valuable chase seconds drinking it.

Road Runner runs at twice the speed of Wile E. but the Coyote has a skateboard, rocket, jet pac and pogo stick stashed on levels two onward to dwindle the distance. He'll also lob sticks of dynamite at you when he finds them scattered on the road.

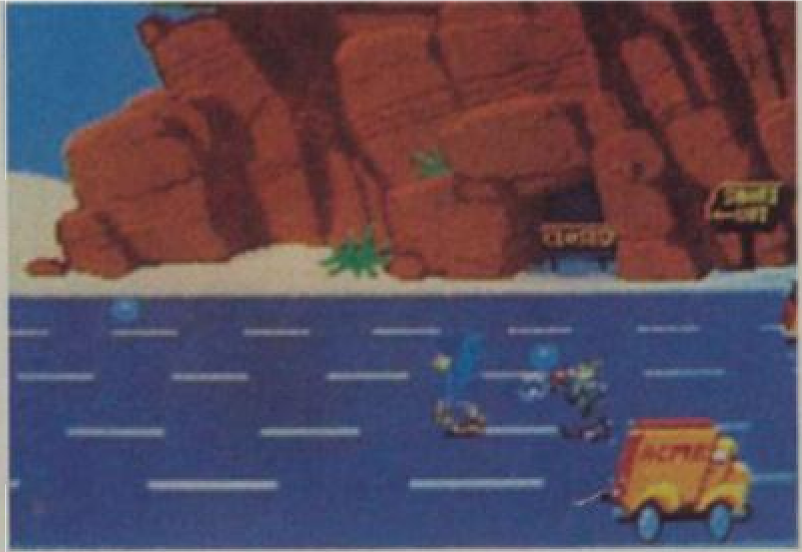
If you make the mistake of being hit by dynamite, or winded by one of Wile E's contraptions, you lose another of your five lives and get blown back to the start of the current level.

Wile E. doesn't have it all his own way, though many of the natural dangers along the road can trip you up as well as the Coyote. At the start of the game, when the road is wide enough for traffic, you can try and lure him in front of a passing truck or boulder and force him over the side of a crevasse. You can also dip your body in invisible paint and disappear for a few seconds while you complete the current level.

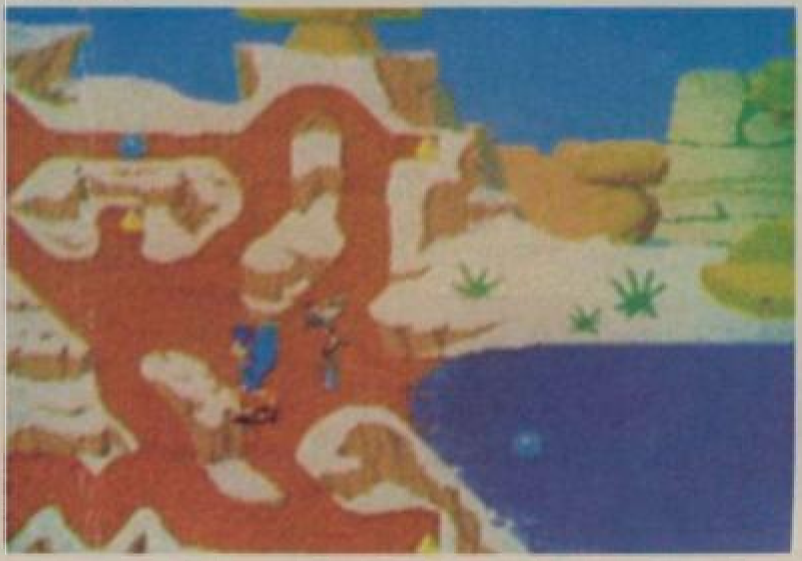
The most hilarious part of the game — apart from watching Wile E. ride a rocket — is when the Coyote gets frazzled by a mine. It's the exact picture of the cartoon series. Wile E. stands blackly against the landscape, whiskers wilting in the noonday sun while Road Runner, hopefully, makes his escape. But, be wary, 'cos Roady can suffer the same fate and, if Wile E. does succumb to a blast, don't stand too near him — he'll recover in a fleeting second and continue the never ending chase.

Despite the last warning, Roady can score points by running close to Wile E. and sticking his tongue out before running away. You run the risk of writing your dinner ticket but, if lucks on your side, you could scoop up 100 cheap points.

Road Runner scores all the



▲ ATARI ST



▲ ATARI ST

oad Runner

GAME OF THE MONTH
C+VG

▶ MACHINES: 64, SPECTRUM, AMSTRAD, ATARI ST
▶ SUPPLIER: US GOLD
▶ PRICE: £9.95 CASS / £14.95 DISK, ATARI ST £19.95 DISK
▶ VERSION TESTED: COMMODORE DISK
▶ REVIEWER: LEE

The first meeting with this game, was at a motorway service station, on the way back from watching a preview of the new Bond film, which was arranged by Domark. It was about half past midnight, and I'd stopped off for a cup of coffee and a butty, when I spotted the face of *Road Runner* on an arcade machine. Anyway, £2.40, and half an hour later, I felt I should carry on back to Accrington. I was incredibly impressed by both the simplicity, and the addictiveness of the game, and couldn't wait for someone to release it. I couldn't believe my luck when a copy arrived the next day.

To my supprise, it was almost an exact copy, in both graphics and gameplay, and to be quite honest, is one of the best arcade conversions I've ever played.

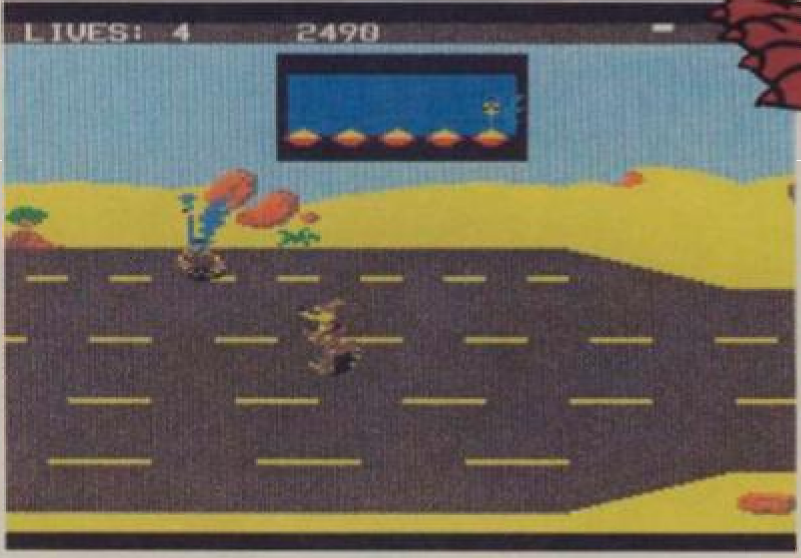
You play the role of Road Runner, (Speedious Birdious), being persued by that ever hungry Wile E. Coyote, (Starvingous Carnivorous), who's sole meaning in life is to do the Road Runner what Colonel Sanders did to chickens. Now the only weapons our feathered friend has are his legs, whereas good ol Wile E. has bombs, jet powered skateboards, jet packs, and pogo sticks.

All Road Runner has to do, is to get to the end of each level, without being blown up, squashed, eaten, or generally being destroyed in numerous ways. This may sound easy but the hazzards don't just come from our favourite meat eater but lay on the roads in the form of mines, trucks, boulders, crevasses, invisible paint and bird seed, all of which must be jumped, dodged, ducked and generally avoided, all except the last one. You must eat the bird seed, except the ones which Wile E. has laced with iron filings which will slow you down. Also on the road, are glasses of lemonade which you can either drink to gain a bonus, or make Wile E. drink to slow him down. When you complete a level and lose your last life, you can go straight up to it via a short cut on level 1.

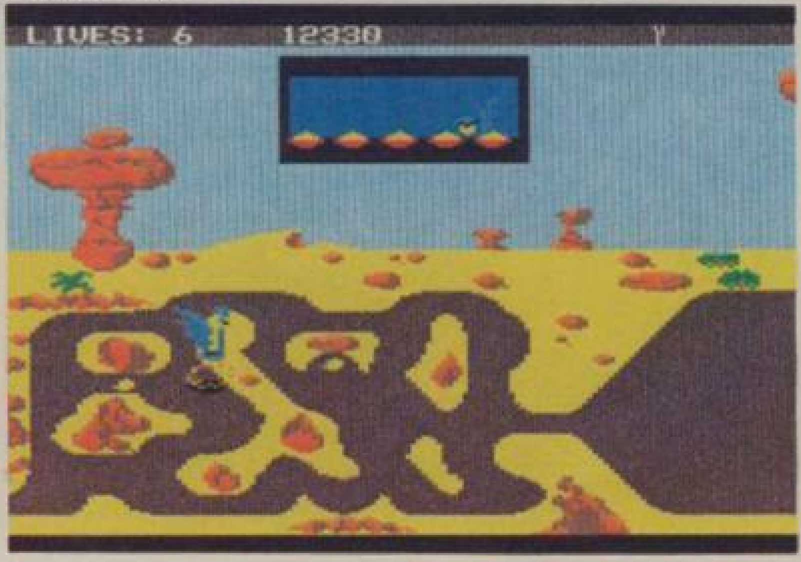
As I've said, the gameplay is as close to the original arcade game as is possible and it's just as addictive. Shaun "Trailblazer and Kik Start" Southern must be congratulated on the Commodore version, expecially in the graphic department. You really feel like you're involved in a cartoon, as they capture the characters to a tee. I loved the way Wile E. looks round in amazement when you run past him! Both backdrops and sound are excellent and there's even the cartoon's jungle when you lose you last life.

My only criticism is that because each level is a multiload, it could become a pain for cassette users, but on disk it plays like a charm. Buy this and you'll have fun for ages, and a guarantee that at some point you'll laugh out loud. I know I did!

▶ GRAPHICS	10
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	10



▲ COMMODORE

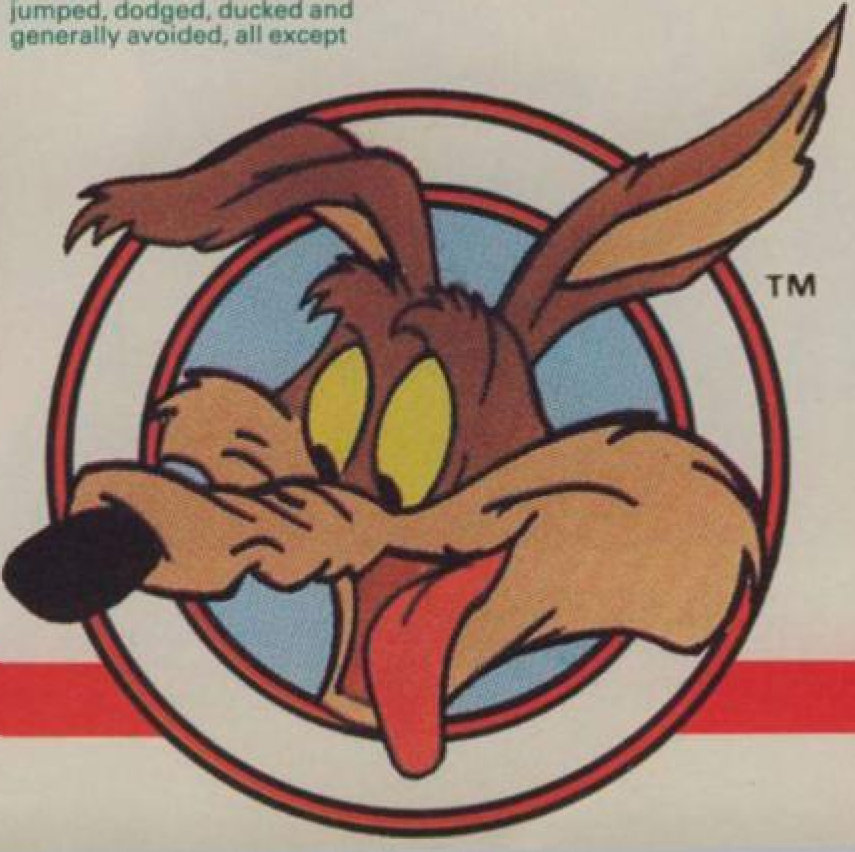


▲ COMMODORE

way as a game — although the Atari ST price is a little steep. The graphics are of superb cartoon quality, although Roady and Coyote are a little stickish, and each level has its own cartoon time soundtrack. Added to that, the tasters at the beginning and end of the game, which you may know from the orginal cartoon titles, show the ST's potential.

So, what else can I say? That's all folks!

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	9



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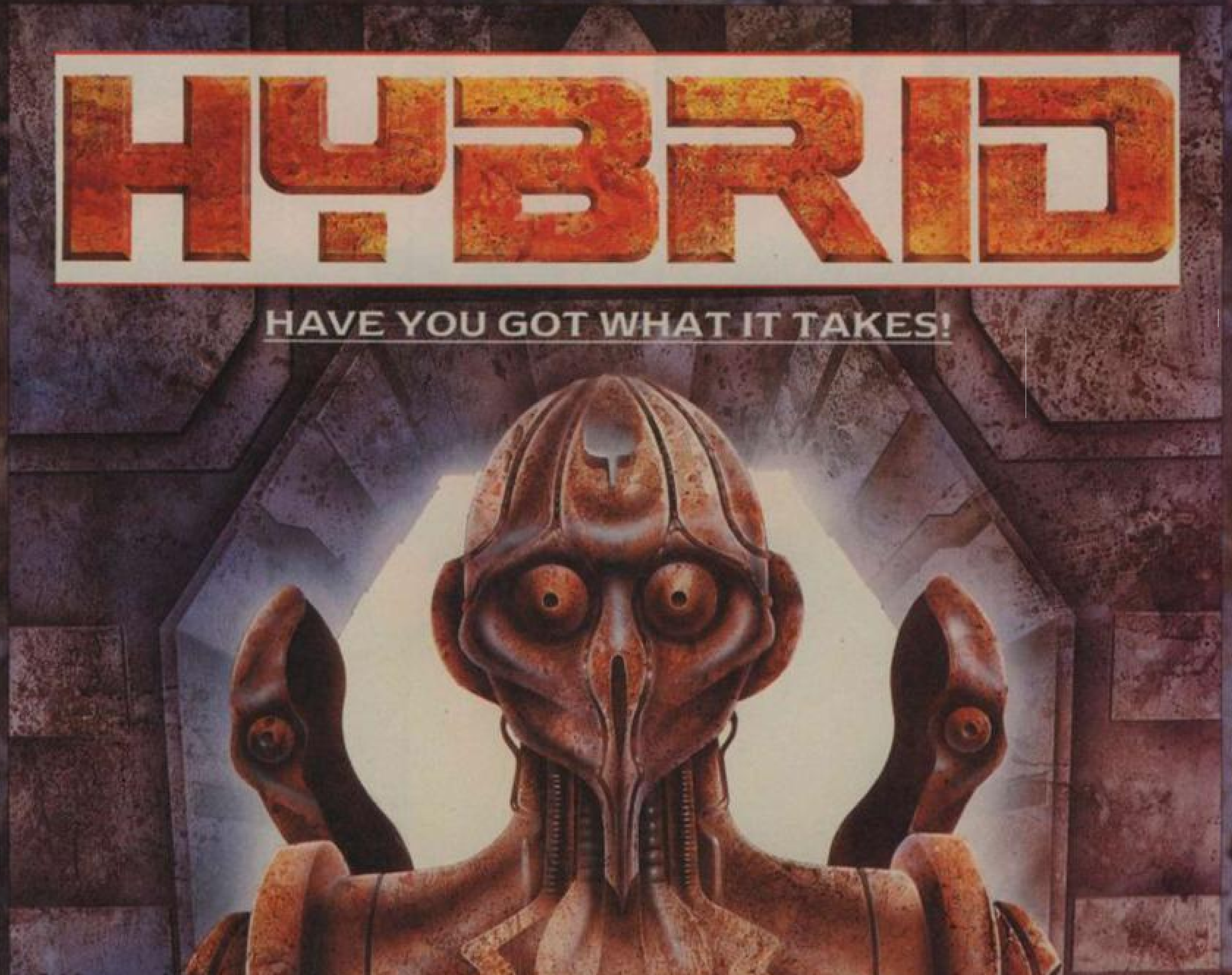
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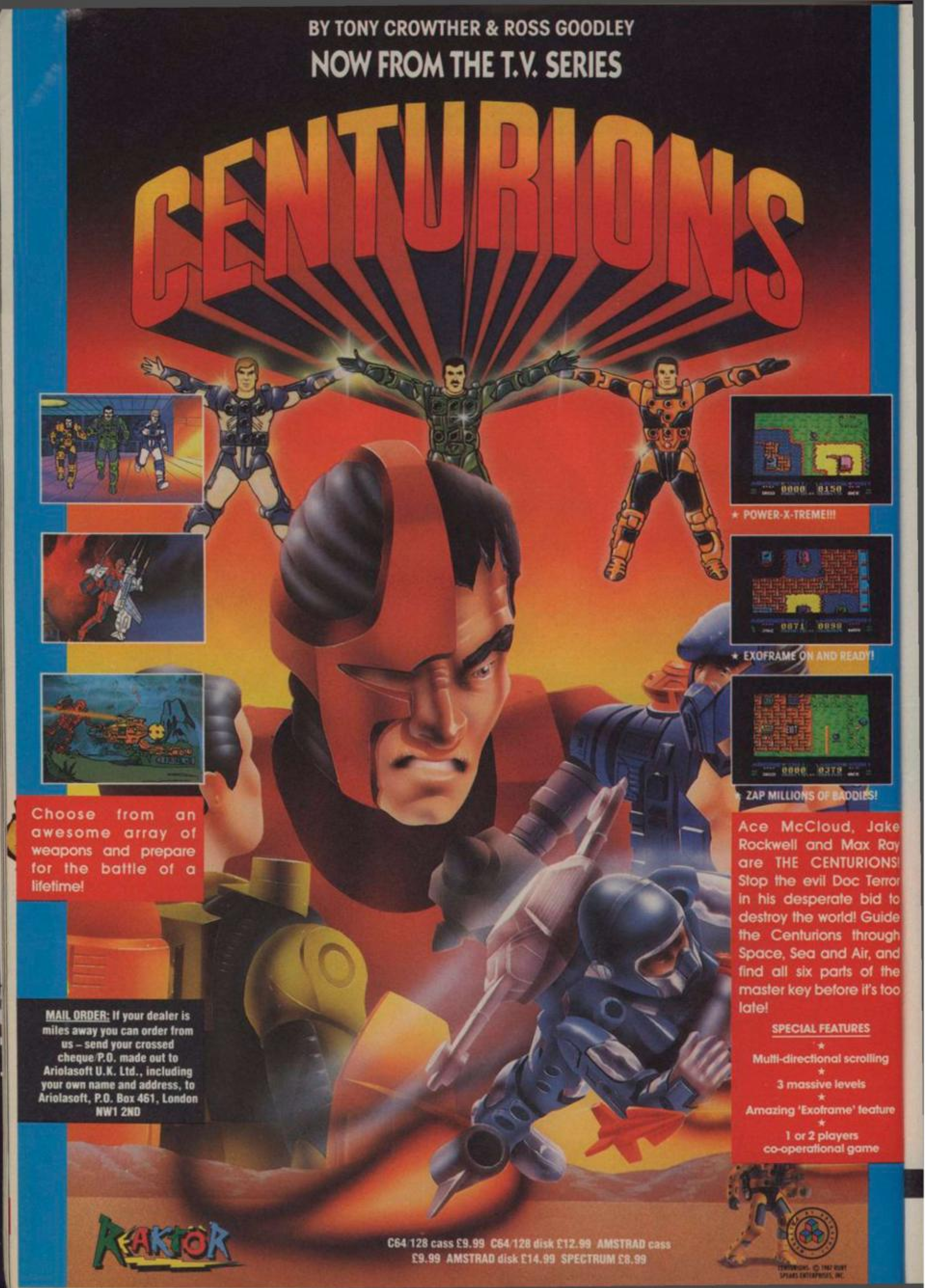

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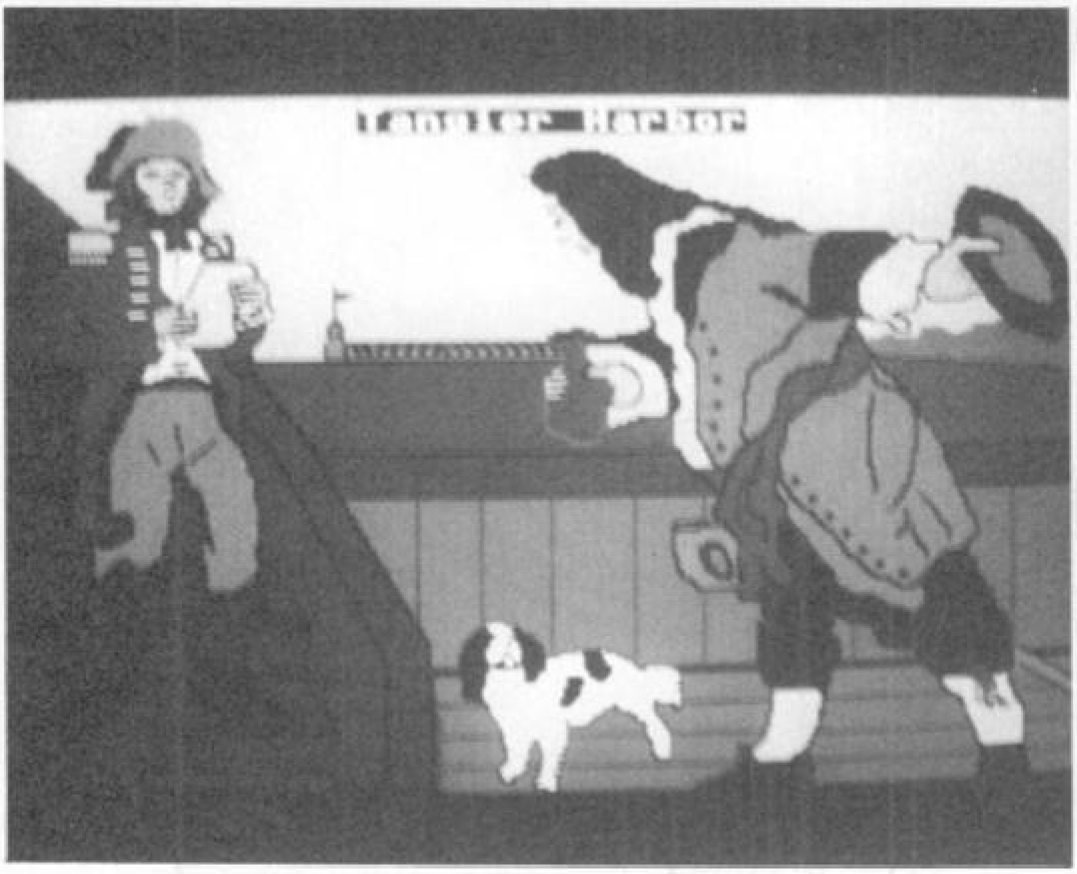
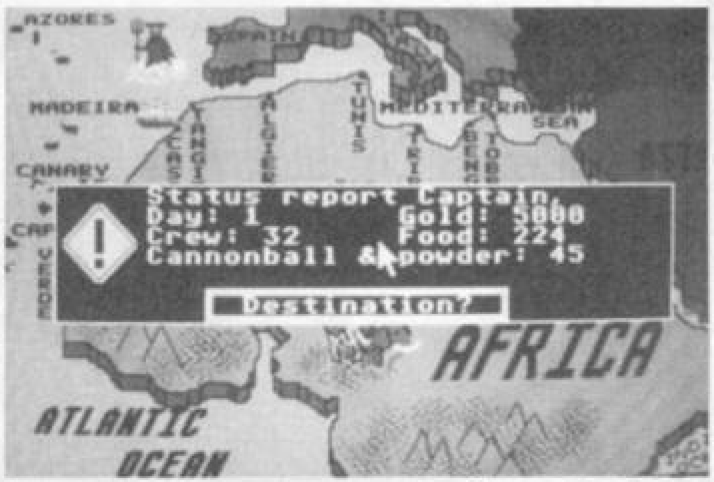
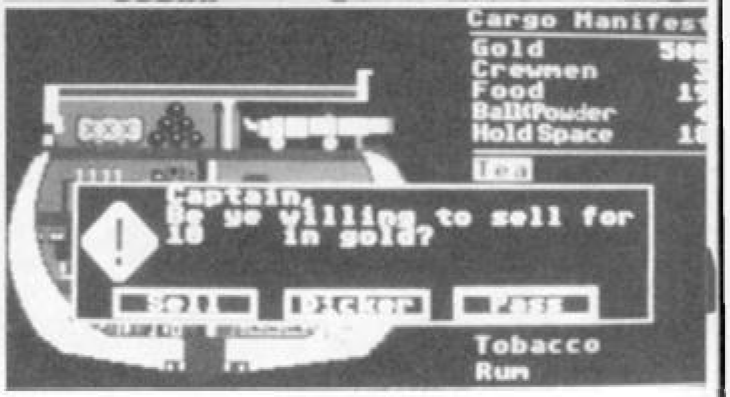
Pirates of the Barbary Coast





Status report Captain,
Day: 1 Gold: 5000
Crew: 32 Food: 224
Cannonball & powder: 45



Captain,
Be ye willing to sell for
18 in gold?

- ▶ MACHINES: CBM/ATARI ST/ ATARI 800
- ▶ SUPPLIER: CASCADE
- ▶ PRICES: C64/ATARI 800 £9.95, ATARI ST £12.95
- ▶ VERSIONS TESTED: CBM/ST
- ▶ REVIEWER: JOHN

The infamous Bloodthroat the Pirate has kidnapped your daughter and is demanding 50,000 pieces of gold ransom for her. You'll have to decide whether to pay or blast him out of the sea when you get to his island at the end of the game, but first you've got to raise the ransom by trade or more *risky* ventures.

First stop, the Barbary Coast map which shows you're docked at Casablanca. You're immediately shown a manifest of the gold you have, your food and firepower — calculated in numbers of cannonballs.

The game's controlled by a series of multiple choice menus, some of which have only one choice (?) which you have to press to move to the next part of the game, and an arrow cursor. You sail from port to port by pointing at the destination. You're then given the time it will take to get there and asked if you want to continue or re-select.

Once out of port you may be attacked by other pirate vessels. You have the choice of fleeing or standing your ground, but if you select the latter you'd better be prepared for some heavy confusion. The cassette inlay describes how to stoke up and fire your cannon, but the instructions are for the Commodore version. It refers to a blue cannon selection panel, which is yellow on the ST, but doesn't show you its position on the screen. So, if you've got the ST version of the game, you'll have to work out which panel controls each cannon action.

Before you fire the cannon you have to load it by pointing at the powder in the keg to the right of the gun and ramming one of the cannon balls in. It took me half an hour to work out how that was done. The instructions are unhelpful to say the least!

When you're loaded, select the cannon's elevation and the fire panel. The cannon goes off and, with luck and no help at all from Cascade, you sink the ship. You have 15 cannons but, if you're unlucky, they'll be knocked out one by one, and if you're mega-unlucky, you're ship will sink.

Back at port you've got the opportunity to trade, buy supplies and repair your ship.

The idea is to do what no British Prime Minister has done since the war and make your balance of payments show a profit. It's a slow business — and a tedious one because all you have to do is select from multiple choice menus — but there's no margin for error. Once you've sold stock of a certain product you don't get the chance to buy more at the same port.

Trading's a slow business, but there is a chance to go for gold, literally a fortune in it.

When you pay a visit to the local port store you can bribe the keeper and he may give you a treasure map, marked with an X. Once you've got that you can make your way to treasure island but, because the same old select menu control system is used throughout, even this section of the game — digging for treasure — isn't particularly exciting.

Cascade has hit on a mediocre game formula. Commodore strategists may enjoy it for a few hours but the ST version, which performs in low-resolution graphics mode, makes a mockery of the 16-bit power.

The company should either have added to the plot and produced hi-res graphics for the ST, or left the game on the Commodore.

	C64	ST
▶ GRAPHICS	7	4
▶ SOUND	5	4
▶ VALUE	5	4
▶ PLAYABILITY	6	4

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Gen. MacArthur

THE MAN WHO LOST/WON

Adm.Yamamoto

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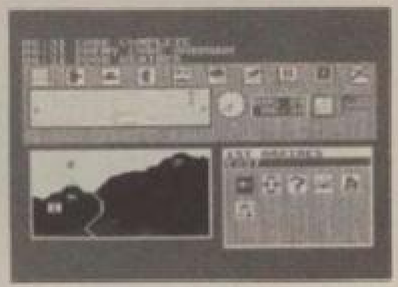
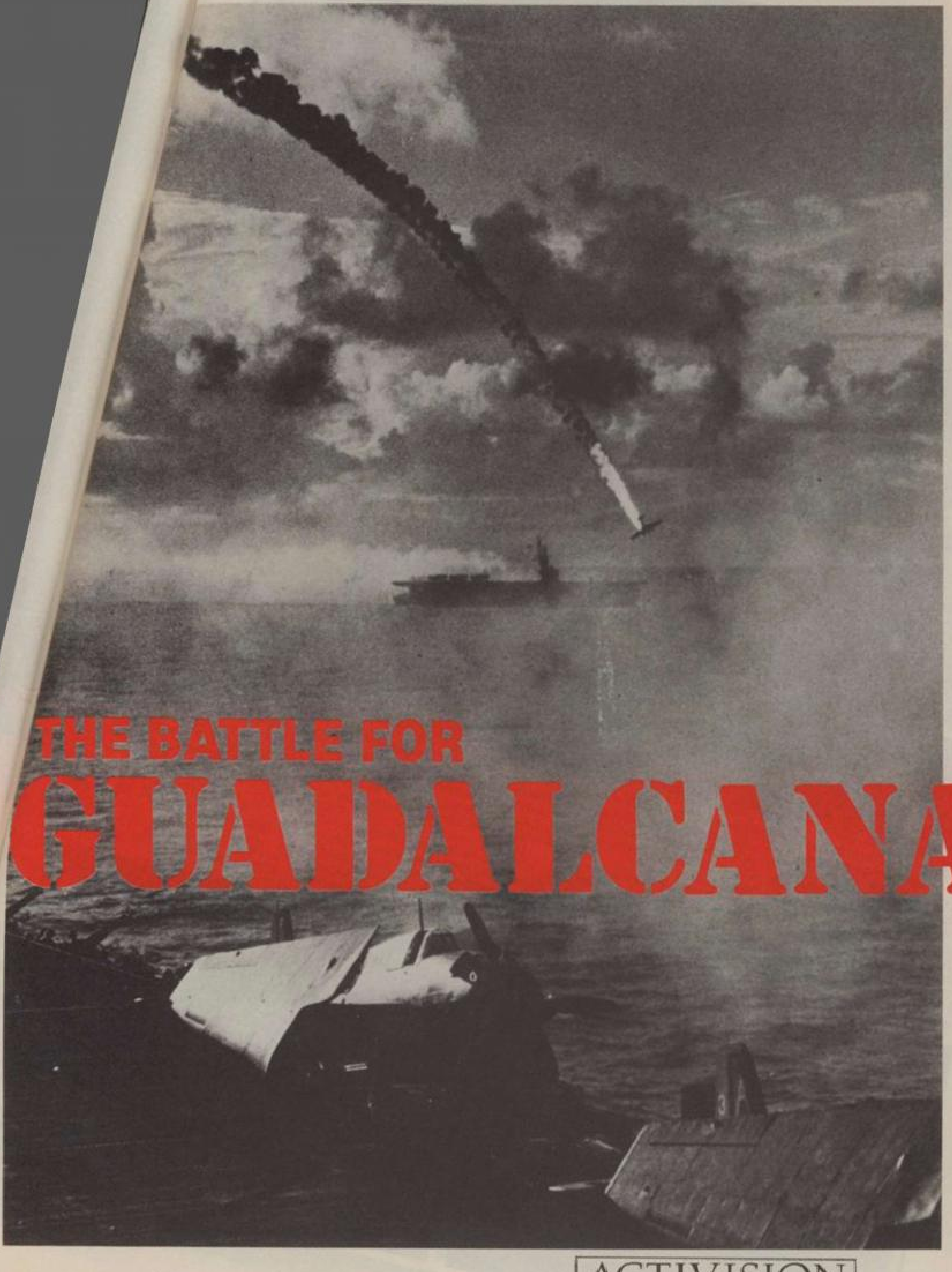


The game display is best described as two halves. All general information about the game is in the top half while control of units and info on them are in the lower half.
To the top right you will see a clock face. This runs at a speed of 1 minute for every 10 seconds of real time.
The clock NEVER stops.



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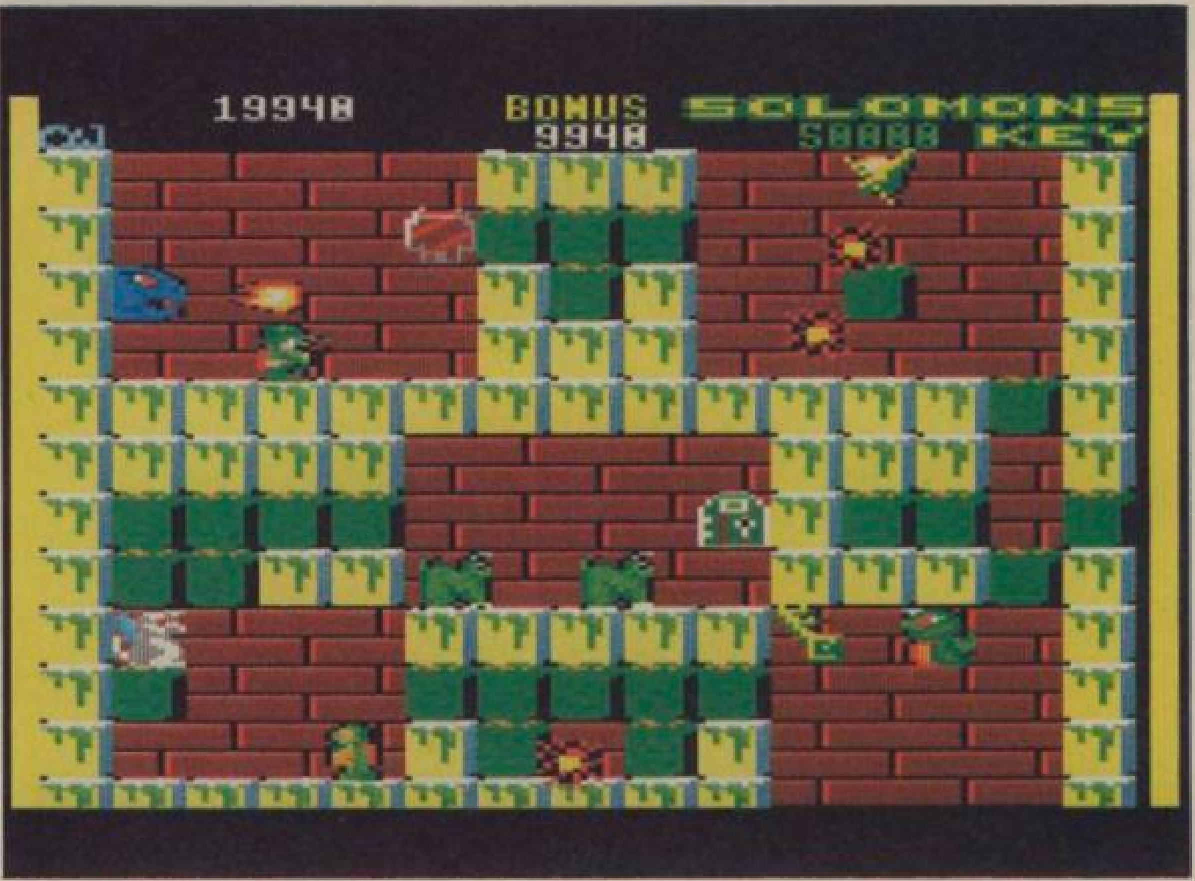


Solomon's Key

▶ MACHINES: SPECTRUM/AMSTRAD/C64/ATARI ST
▶ SUPPLIER: US GOLD
▶ PRICES: £8.99 (Spec), £9.99/£14.99 (C64/Ams), £19.99 (ST)
▶ VERSION REVIEWED: AMSTRAD
▶ REVIEWER: TIM

It's fun being the boss. That way you get to pick and choose which games you review. If you can't there's not much point in being the Ed, is there?

Solomon's Key is one of my favourite arcade games — and this is a very good conversion — right down to the tinkling little tune. OK, so the graphics can't hope to match up to the arcade original, but the boys from Probe have managed to capture the feel and the addictiveness of the original.

The idea is pretty simple. You play the part of an explorer searching a lost temple for the key to Solomon's treasure. You explore a network of rooms — screens to you — jam packed with puzzles and goodies to collect.

Each room is a network of stone blocks which can be destroyed and recreated by your explorer at will. Some blocks hide goodies which can be collected. Some blocks are indestructible.

Most screens are inhabited by nasties who are out to get you at every turn.

More complex and dangerous hazards and combinations of blocks appear as you progress through the game.

The aim on each screen is to collect a key which opens the door to the next level — while at the same time sccoping up goodies for bonus points and extra lives.

The game is really pure arcade strategy. Find the best route to the key and the door within the time limit.

Watch out for useful objects — like fireballs which add to you limited defensive capabilities.

If you don't have them you have to dodge the nasties and create barriers.

Talking of blocks — which we'll do a lot in this review — you can sometimes swap around hidden objects by destroying and replacing blocks.

Watch out for the messages which appear on some screens — solve the puzzles they pose and you'll gain entrance to the bonus mystery screens — just like the arcade version.

Solve the riddles — like "Cast a spell on the key at III III" What this means is that you must wave your want at the key in level III-III to get to the bonus level.

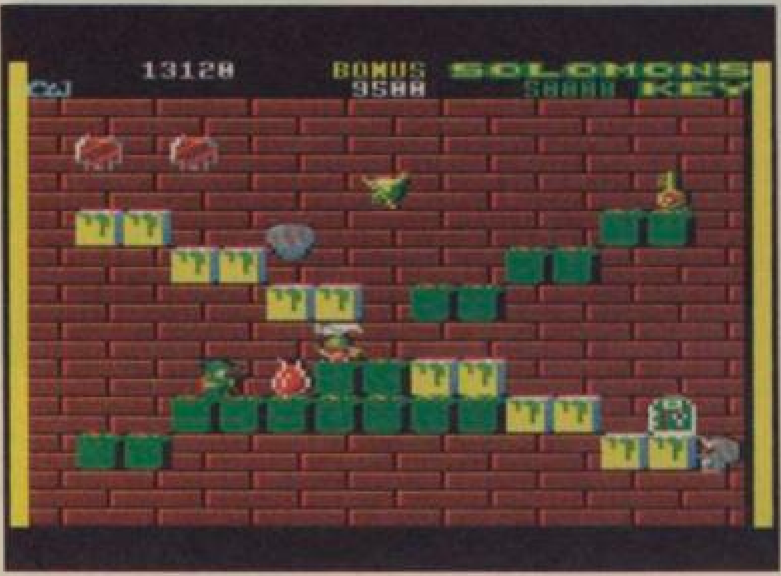
You may think fairies are weedy little creatures — but when they appear in this game you better grab them quick — they grant you an extra life.

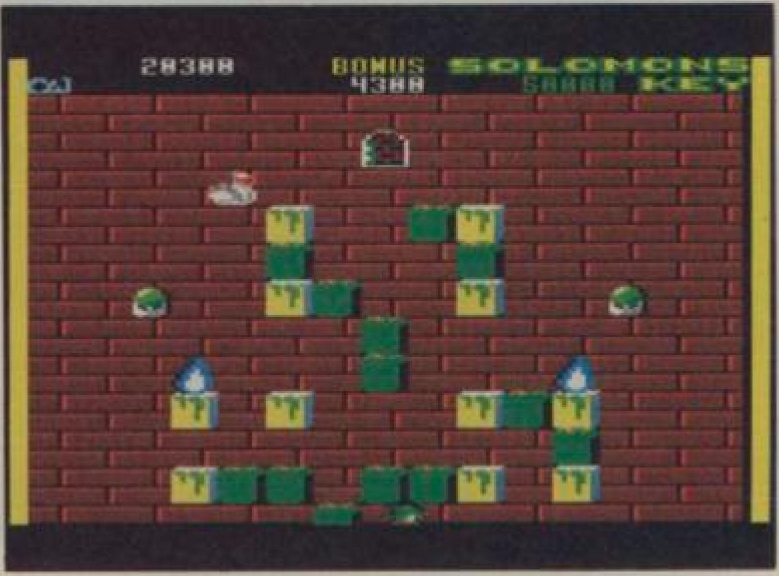
Don't sneer at the Speccy version's weak graphics, look behind them and play the game. It's just as playable as the other versions.

Loads of screens, tons of fun and hours of totally absorbing gameplay make *Solomon's Key* a must for you summer holiday entertainment. It's an ideal mixture of *Bombjack* and that all time C+VG fave *Pengo*.

▶ GRAPHICS	8
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!





Re-bounder

- **MACHINE: C64**
- **SUPPLIER: GREMLIN**
- **PRICE: £9.95 (tape)**
- **REVIEWER: TIM**

Thing has bounced back — and now Gremlin has given that all time fave, *Bounder*, a retread and sent him out to face more deadly dangers.

Unlike many sequels, which often attempt to spin out a successful theme and tempt *you* to part with your hard won cash for more of the same, *Rebounder* is a very playable stand alone game. *Bounder* fans will curl up their toes with joy when they get their hands on a copy.

Bounder finds himself in the Overlord's fortress, which is heavily defended by all sorts of aliens, bubbling lava pits, slime-jelly, and other horrible hazards.

Your job is to steer Bounder over, around and along the familiar suspended platforms and hazards to reach the Overlord in time for the final showdown.

At the end of each level you'll come across a Sentinel, one of the Overlord's more powerful minions. Defeat it and you move on to further more dangerous levels.

The first level is simply to get you used to handling old Bounder again. After all, it could've been some time since you've played the classie original.

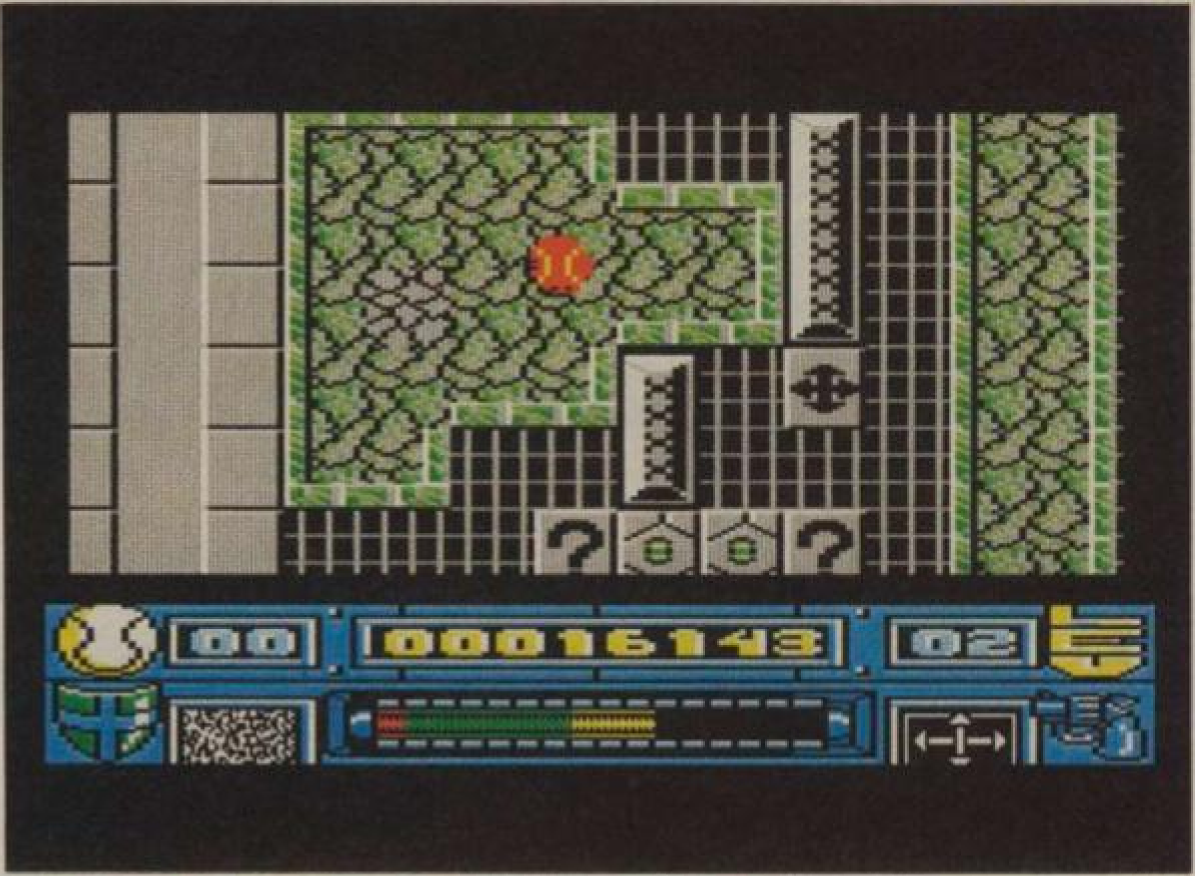
It may have just been me but I felt that this new *Bounder* wasn't quite as responsive as the first — but after a couple of sessions the extra added attractions thrown in by the programmers more than make up for it.

Bounder can defend himself against the Overlord's alien minions by firing various projectiles at them. Collect the 'F' symbols and you get different sorts of weapons, indicated by a number at the side of the symbol. A few games and you'll know what you're picking up.

Watch out for the 'A' symbols too — these give Bounder a suit of designer armour, protecting him against the attentions of even the most persistant alien attacker.

As in the original there are slabs that make Bounder bounce further, slabs that provide extra points, slabs that give mystery bonuses — good or bad — plus new things like the smart bombs needed to defeat the Overlord and the neat inflation stations which allow you to pump bounder up.

More pressure in the ball makes for higher jumps. But don't pump him up too much — otherwise you'll be clearing up a nasty mess on the inside of your TV screen!



Complete the first training level, defeat the Sentinel and you get a choice of directions. You can continue bounding *left* to right — or switch to scrolling up OR down. All of which should give even the most demanding *Bounder* freak value for money.

There are no less than nine different sorts of aliens to contend with — each with different capabilities. But there's one thing they have in common — if you don't blast them they'll get you as sure as eggs is eggs!

Beware the Crackle. This is a sort of mobile — and very deadly — electric barrier. Shoot out the terminals and you path will be clear. Fail and you'll be fried. You can try to jump, but you'll fail nine times out of ten.

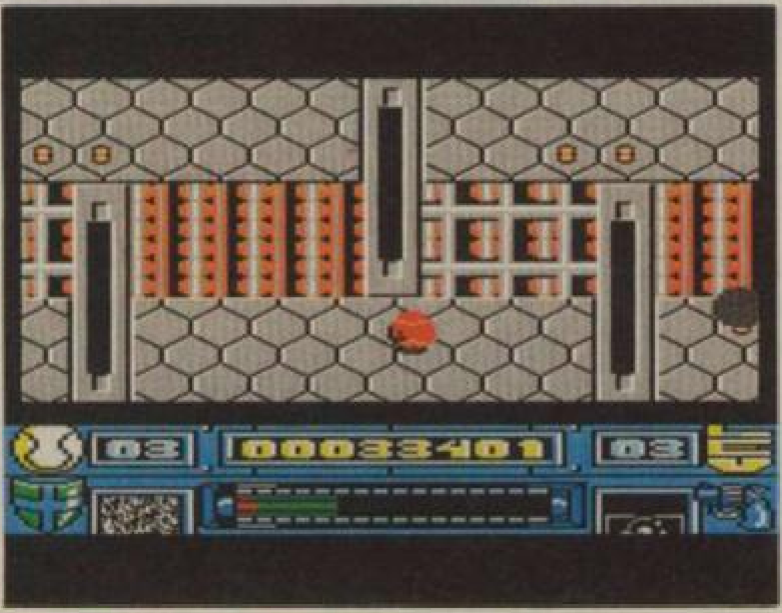
Graphics and sound are excellent — in fact the whole package is extremely well presented, including the intro messages which feature some amusing bits of coders trivia.

Rebounder is bound to have many hidden secrets — only to be unlocked by prolonged play. And you'll want to keep coming back for more because the game IS just as addictive as its predecessor. Take our advice and catch a copy today!

IDEAS Central and The Ed await you hints tips and cheat modes with anticipation. But do an old man a real favour will you? Don't keep us waiting too long!

► **GRAPHICS**	9
► **SOUND**	8
► **VALUE**	9
► **PLAYABILITY**	9

C+VG HIT!



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Superior Collection

- ▶ MACHINES: BBC/MASTER
- ▶ SUPPLIER: SUPERIOR
- ▶ PRICE: £11.95 (DISK)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

It's become fashionable for the games people to produce compilation tapes and disks of their games — and it must have set a lot of teeth gnashing. For what you could have paid for just one game in the past, you can now have a whole library of games. Frequently first rate ones.

Superior fans have been eagerly awaiting a collection of Superior hits, and here it is — the Superior Collection, volumes 1 and 2. On each disk you get seven old favourites and one new release. On volume 1, there's *Repton, Karate Combat, Star Striker, Airlift, BMX on the Moon, Wallaby* and *Smash & Grab,* plus new boy *Synchron.*

Repton, Karate Combat and *Star Striker* are among the cream of Superior's games, all excellent quality. *Airlift* and *BMX on the Moon* are more average, but still well presented, while *Wallaby* and *Smash & Grab* are basic climbing round the screen games and nothing to get excited about.

Synchron is a good quality game in which you fly around collecting power orbs, destroying as many flying and ground targets as you can.

On *Volune Two*, you get *Repton Two, Deathstar, Space Pilot, Missile Strike, Battle Tank, Crazy Painter* and *Overdrive,* plus new release *Kix.*

The seven old faithfuls are well up to Superior standards. *Kix* is not unlike *Crazy Painter,* where you have to try and fill in as much of a huge square as you can — but there is a 'thing' hanging around which blows you up if it touches you or the trail behind you. Good nerve-wracking stuff.

At £11.95 each, you're not likely to find better value for money in the BBC games world.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	8

Squeakaliser

- ▶ MACHINES: BBC/ELECTRON
- ▶ SUPPLIER: BUG-BYTE
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Bug-Byte's latest is not for the squeamish. You are a mouse engaged in a life or death struggle with three patrolling moggies. The idea is to collect keys which release a giant cat trap.

While you are collecting the keys in a race against time, the cats are at liberty to bash you. But once the cat trap is released, it's moggy watch out. The visual and sound effects when a cat gets itself caught in the trap are pretty grisly.

There are two modes in this game, 'sheer panic' and 'sweaty panic' and 'sweaty palms'. For sheer panic read 'reasonable pace', for 'sweaty palms' read 'dead slow'. Goodness knows why they put the slow mode in.

The graphics are Bug-Byte's favourite mode two type, blocky and uninteresting, although there are one or two nice touches — the way the cat gives the mouse a thumping and the stars which swim around the victim's head, for instance. And these cats have brains — if they see you, they go for you.

The sound is impressive. The tunes are actually worth listening to and don't simply get in the way, and the sound effects during the game add to the fun.

On the debit side, the action is held up for too long when you lose a life, and when you've lost one life, you've often lost the lot — when the game restarts, you opponent is still right by you and it's extremely difficult to get away. I spent several boring minutes watching my lives slip away, without being able to continue playing, or interrupt and restart.

It's maybe worth the £2.99 price tag. But *Tom and Jerry* it ain't.

▶ GRAPHICS	6
▶ SOUND	8
▶ VALUE	6
▶ PLAYABILITY	6

Magic II

- ▶ MACHINES: BBC/B+/MASTER
- ▶ SUPPLIER: MICRO POWER
- ▶ PRICE: £7.95 (disk)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Here's another collection of games to join the growing library of compilation tapes and disks. Makes you sick, doesn't it, when you think of the bad old days when you paid £7.95 — probably more — for just one paltry game!

Micro Power has crammed a whopping ten games on to this disk, but they are not all gems, I'm sorry to say.

First you get *Mr EE,* a good copy of the arcade game *Mr Do.* It's another *Pac Man* clone, wherein you nip around the screen eating fruit and avoiding monsters.

Helldriver is good for an hour or two. You drive around a maze running over flags to get points, while attempting to dodge other cars and obstacles. Rather basic graphics.

Frenzy is a near relation of *Crazy Painter.* You have to trap Leptons, which seem to be sub atomic particles running amok. You do this be painting in the box, hoping the Lepton doesn't touch the trail you leave behind you.

Cybertron Mission is an old favourite, where you explore a maze of rooms shooting things and picking up things.

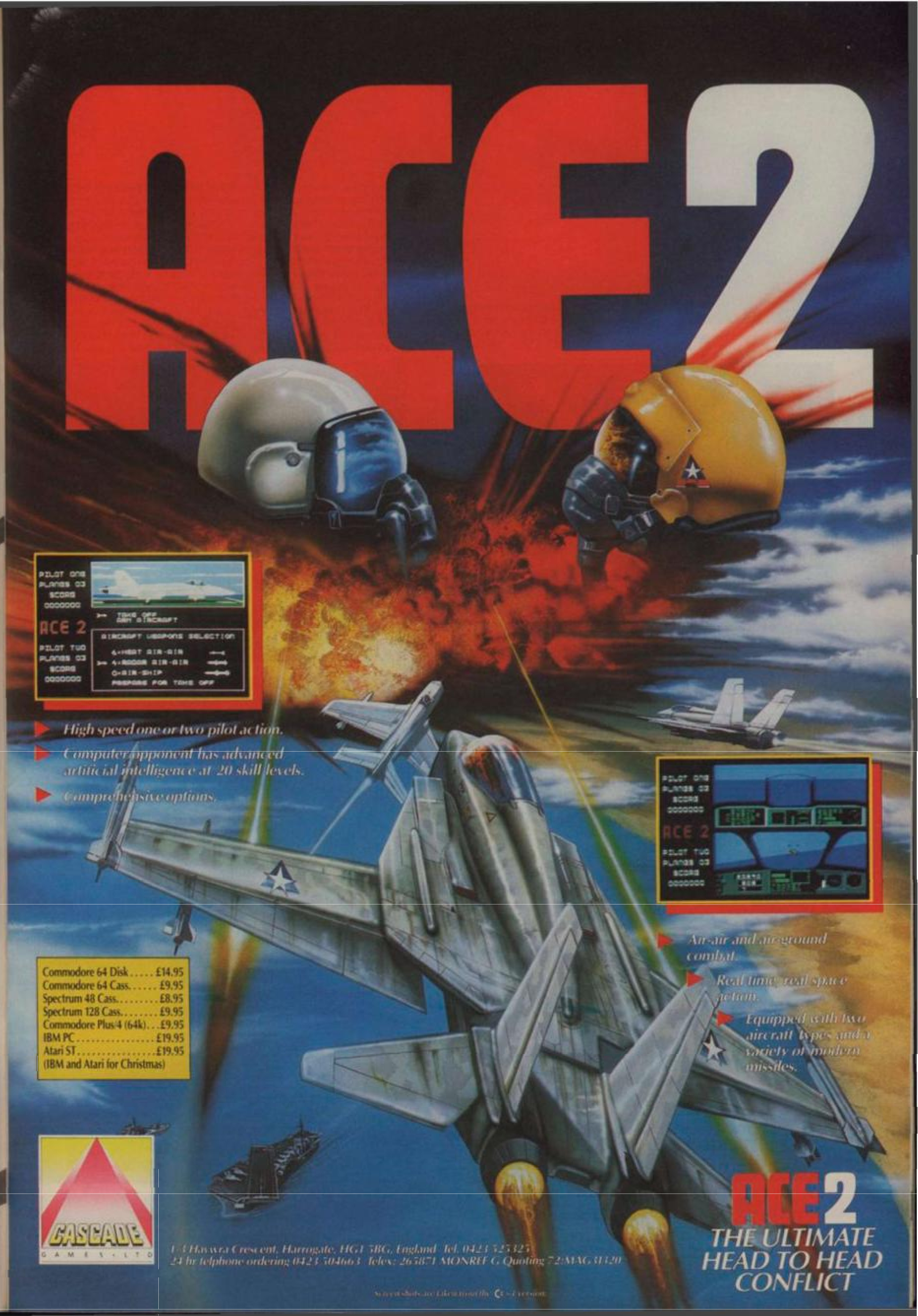
There is also an excellent Chess game, with very OK graphics, but as for the rest — oh dear! Stocking fillers.

There is a very average climbing ladders game, *Felix in the Factory,* a very basic version of space invaders, albeit with slick speed, *Positron,* a two-layer shoot-down-your-opponent flying game, *Bandits at 3 O'clock,* and a test-your-knowledge-of-the-world quiz called *World Geography.*

Still, at £7.95, there are enough solid offerings to make this disk excellent value.

▶ GRAPHICS	5
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	7

Squeakaliser Magic II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SCORE
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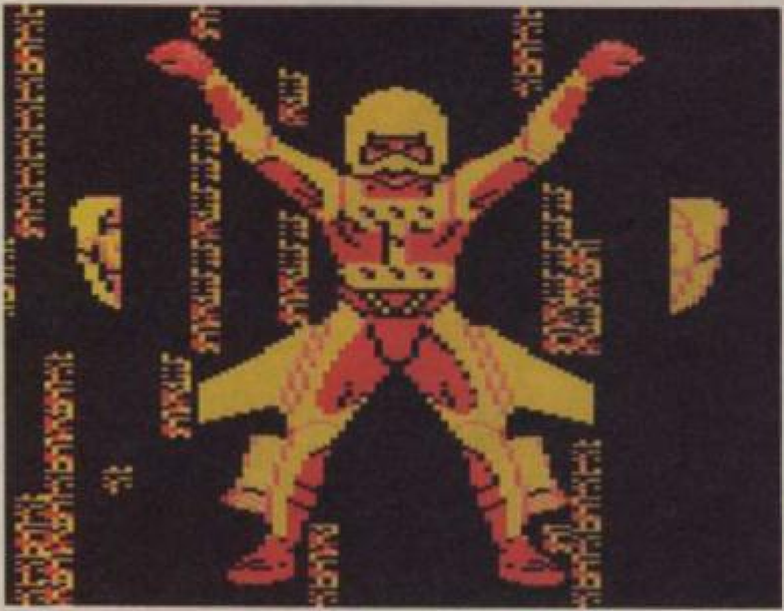
Screen shots are taken from the C= [illegible]

Centurion

- MACHINES: AMSTRAD CPC RANGE, COMMODORE, SPECTRUM
- SUPPLIER: ARIOLASOFT/ REAKTOR
- PRICE: £9.99 (CBM, AMS), £8.99 (SPEC)
- VERSION TESTED: COMMODORE 64/128 DISC
- REVIEWER: JOHN

Doc Terror's out to destroy the earth, and *The Centurions* — fresh from a successful cartoon season on BBC TV — form the only force that can stop him.



Beneath their powerful exoframe body armour, studded with special assault weapon systems, these highly skilled super troops are all too human. Ariolasoft estimates that the exoframes give *The Centurions* the power of 1,000 men with machine-like dedication. The three-man team — codenamed Earth, Sea and Air — will need all their extra abilities to defeat Doc's robotic minions.

Doc's plan is to steal a lethal nerve gas. It's hidden at the centre of the high security complex, protected by a myriad of locked doors. Your team's job is to find the correct keys, gain entry to the complex, find the chemical and keep it safe.

You'll have to use the whole team as certain areas, in which keys are kept, are off limits to all but one member. Keys are placed on plinths within air black, sea blue and land yellow areas. Only the corresponding member of the team — Air on Air, Land on Land — can enter those areas. Once you've picked up a key you race around the entrances to the security complex looking for a door with a lock hole the same shape as your key. If you strike lucky the door disappears and you can enter the complex ready for a showdown with the Doc.

You can switch between characters in each of the three sections of the game by skimming your player over the air, land, and sea icons. The player doesn't change shape when you change character but the name of the new character is put up on the status display on the lower third of the screen. That confusing? Well it isn't because you'll know if you hit a no-no area. Your character's score takes a dive.

The scoring system is a little odd but, once you get used to it, you will see that *Centurions* can be played in one of two ways. The main score starts at 1000 and decreases when you're hit by a laser bolt or brushed by a monster. When the life energy level reaches zero, the game's over for the current character — but you can protect him for a while, at least, with armour which you'll find are carried by some of the creatures lurking around the play area. When you shoot one of these creatures a flashing armour symbol appears in its place and, if you glide over it, your character is clothed with a new weapons system.

Each set of armour includes a different type of fire power.

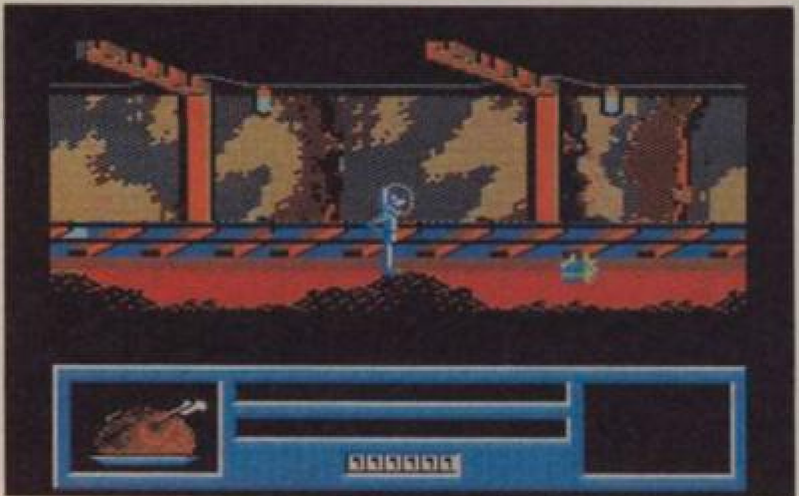
Star paws

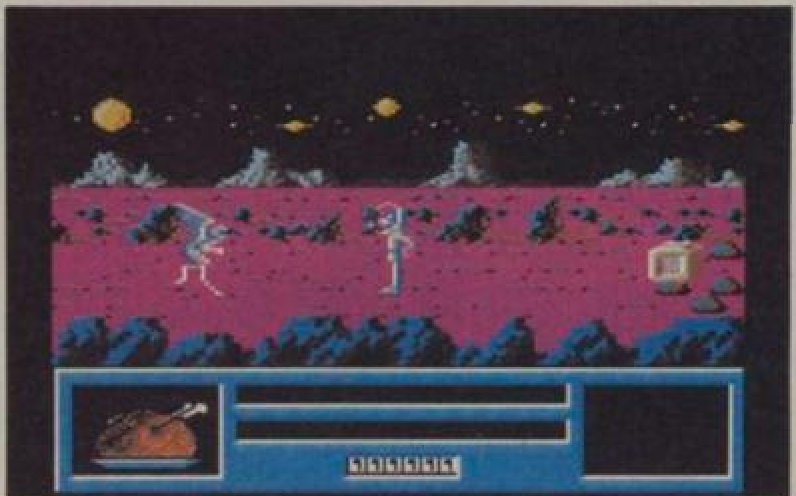
- MACHINE: COMMODORE 64
- SUPPLIER: SOFTWARE PROJECTS
- PRICE: £5.95
- REVIEWER: LEE

Occasionally, a game arrives in the office, that blows the socks off everyone who sees it. *Star Paws* is just such a game.

Software Projects has now decided to lower the price of all their games to six pounds, which makes this an even better buy than it was full price, which to be honest, is saying something.

Now to be quite honest, I felt that the storyline to *Wizball* was going slightly beyond the realms of sillyness, but *Star*



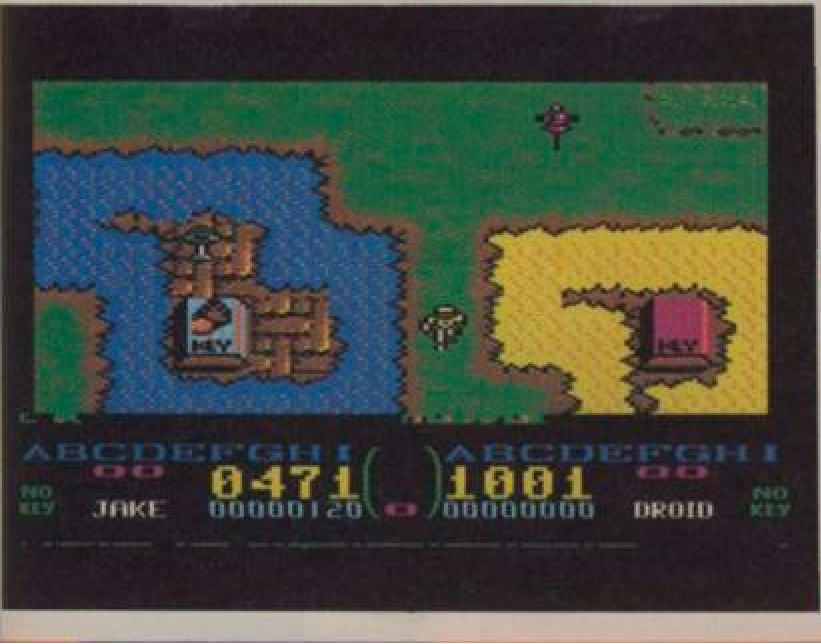


ns

You'll be able to shoot walls of laser power, scattered bursts, and lines of zap as well the normal rapid laser bursts. Each laser weapon is powerful in its own right but just make sure you don't let them off in confined space or you'll end up shooting yourself — and that'll lose you some important life energy.

Centurions transcends the normal arcade shoot-'em-up type of game while retaining instanteous action and hoards of aliens who'll put up a quick fight if that's all you want. It's not the main aim of the game but Ariolasoft has included an alien kills score just in case you're not so hot at solving the key finding and mapping problems. That said you'll need to play *Centurions* as an arcade adventure, which requires mapping, if you're to get the most out of it. If you want high scores it'll give them to you, if you're up to the Doc's alien barrages, but you'll need a steady, logical, strategy if you're to beat this superb game, and not just the monsters that inhabit it.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9



Paws beats that hands down.

You take on the role of Captain Rover Pawstrong, who has been sent to defeat a colony of, get ready for this, Tasty Space Griffins, who, although are loyal and friendly animals, find themselves at the centre of an inter-galactic plot to overthrow the order of peace and stability in space. Now you may ask how are they going to do this. Well quite simply, this is an illegal flock of oven-ready griffins, which have been bred by a group of mercenaries, who plan to sell this rare bird at ridiculous prices, thus destabilising the monetary system, and allowing them to take over the entire universe. Sounds awful, doesn't it?

This is where you come in. You've been sent to the planet where the birds are being reared, and have been ordered to either destroy, or capture every single bird, and every married one of it comes to that!

This is where you come in. You've been sent to the planet where the birds are being reared, and have been ordered to either destroy, or capture every single bird, and every married one if it comes to that!

This may sound easy, but even though the birds are friendly, they won't let anyone catch them, let alone kill them.

To help you slightly, a space ship drops supplies on the surface of the planet, which contain extra means of propulsion, extra weapons to kill the birds, mining lamps, and bonus puzzles, which are basically a simplified version of *Split Personality* from Domark. At certain points, you can go under the surface into a mine, which may contain some griffins, or may not. If you activate a matter transporter, you play a game, similar to the first stage in *Beach Head*, in which you angle a gun, and try and blow the birds up.

There is a great title screen, brilliant super smooth *Paralax* scrolling, and a great Rob Hubbard tune, that is one of the best.

Overall, it is excellent value, and at the price, if you miss it, you must be off your rocker!

▶ GRAPHICS	8
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	9

Ninja Hamster

▶ MACHINE: SPECTRUM
▶ SUPPLIER: CRL
▶ PRICE: £8.95
▶ REVIEWER: TIM

So you thought you'd seen every possible angle on martial arts? Well, you couldn't have been more wrong. Meet the *Ninja Hamster* — a fiendishly furry blur of flailing fists and feet.

This game started out life as a joke — an irritated company PR person making up a title just to get a journalist off his back. But then the idea of a Ninja Hamster seemed to stick and so a legend was born!

Well, not quite a legend — more a bit of fighting fun. And by your response to our *Ninja Hamster* Competition you think it's a laugh too. More on that next issue — but meanwhile back to the review.

The story goes like this. Old Hammy has been in training in a mountainside rodent monastry for absolutely ages — a fortnight at least.

Spinning round in a little wheel, eating sunflower seed sandwiches, that sort of thing.

Now he's heard that his village is under attack by a gang of joyseeking villains lead by the Lizard of Death, the Sinister Rat and the Loony Lobster to name but a few.

It's Hammy's job to battle this motley crew in hand to hand Ninja combat.

Load the game up and you'll be confronted by the regular karate combat screen layout — except that the fighters are big, cartoony style comic characters. And it's this that makes the game different from the run of the mill combat challenge.

Each character is dressed up in a neat way. The Sinister Rat looks a bit like a Wallaby with boxing gloves, The Lizard is a mean monster with a spiky club, Mad Dog is dressed as an American Football star, and so on.

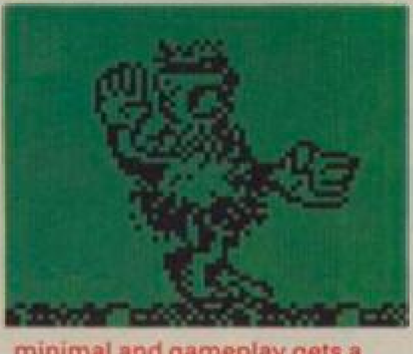
There are eight villainous vermin to defeat in order to save the village — two on each load. Yup, I'm afraid you'll have to keep going back to the tape player in order to complete the whole game. A bit of a bind this.

There's a two player option as well — which as with all combat games — makes the thing a whole lot more interesting to play. I found that after the novelty of the funny graphics, little comic style speech balloons had worn off the whole thing got a bit too easy.

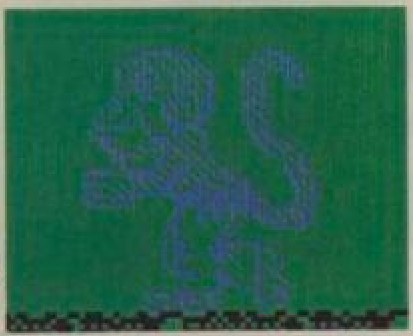
I defeated The Rat using the tried and trusted low sweeping kick time after time — the computer controlled opponents seem to be too easy to overcome.

You have to defeat each of the opposing animals about four times before you get to move on to the next one. The number of falls your enemy or you have taken is indicated by apples at the top of the screen which have bites taken out of them with every fall.

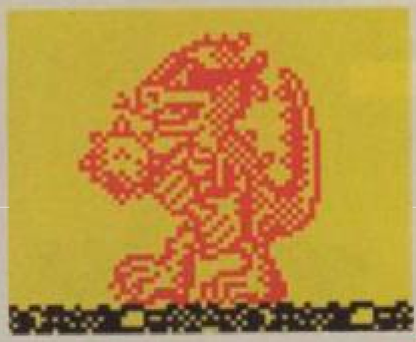
Graphics aren't bad, sound is minimal and gameplay gets a bit repetitive.

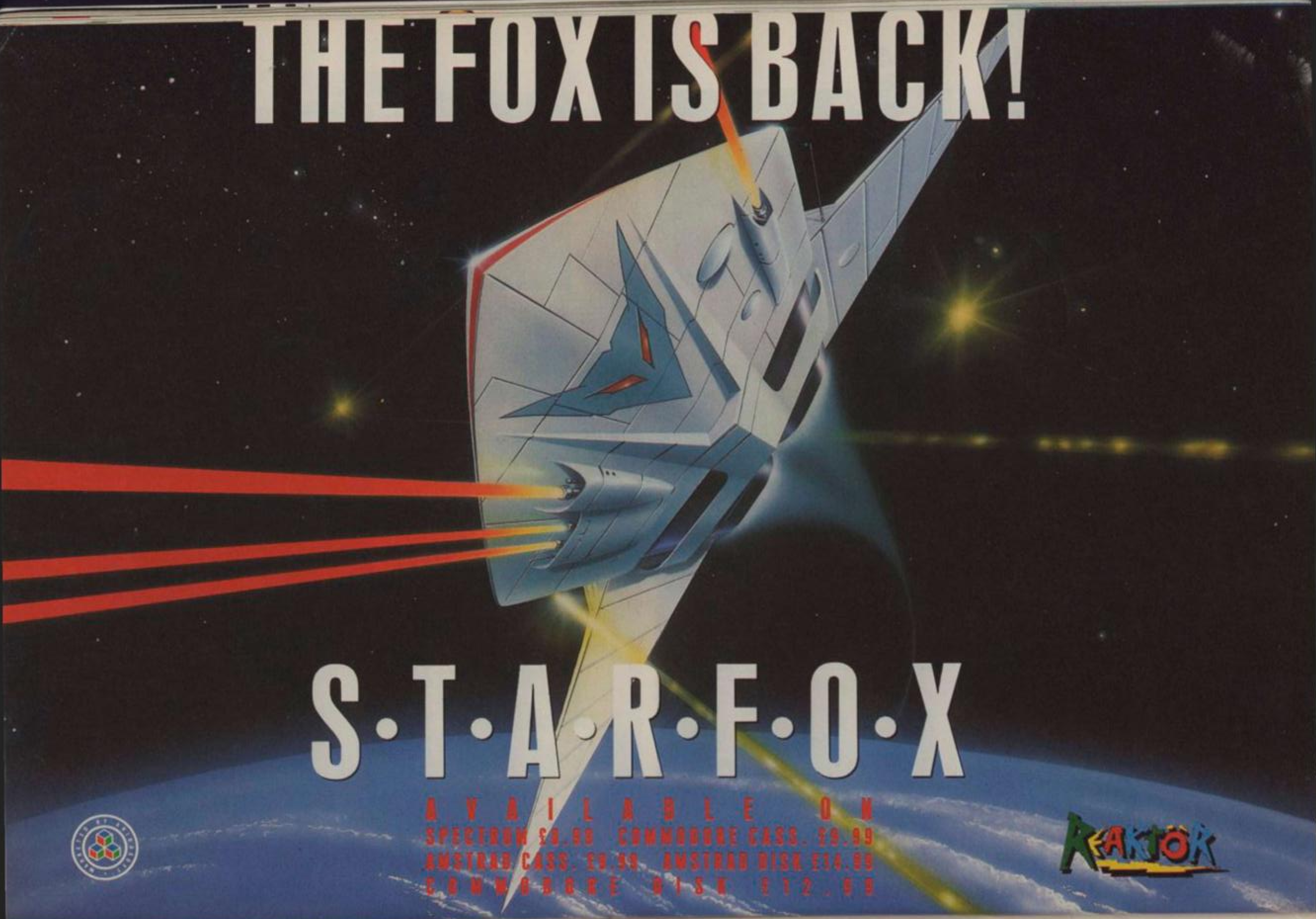


Ninja Hamster doesn't add much to the martail arts theme — except to generate a bit of humour. But sadly the joke isn't enough to last long enough for me to want to shell out for a full price game — at budget price things might be different.



▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	6

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C+VG REVIEWS

9

Star Fox

- ► MACHINE: AMSTRAD CPC DISC
- ► SUPPLIER: REAKTOR/ ARIOLASOFT
- ► PRICE: £9.99
- ► REVIEWER: JOHN

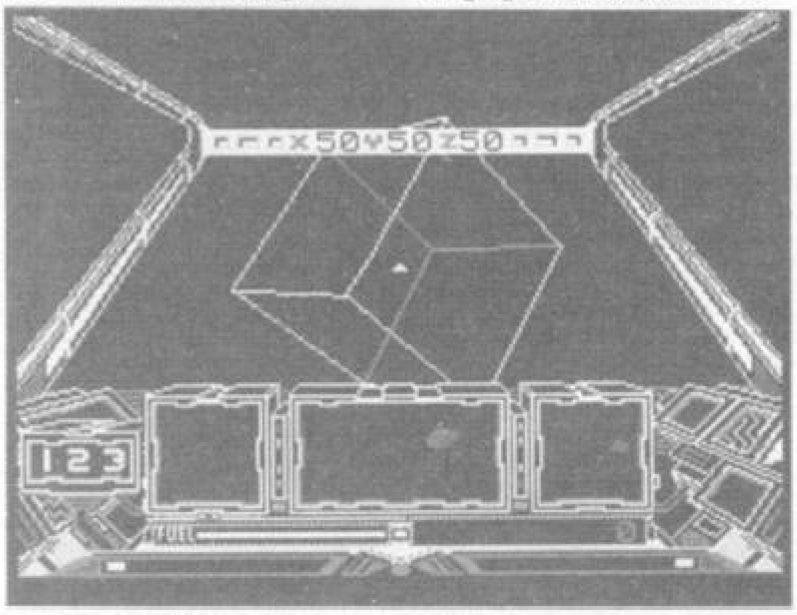
Take the combat module out of Firebird's *Elite* and you've got *Star Fox*, with one very important different. The wire-framed attack ships are colour-filled and the resulting combat sequences aren't noticably slower.

You play Hawkins, a Star Fox flyer in the Hytuian System. Peace has reigned since the System was enclosed on a Rubicon cube protection system, but now the cube has been breached and a new planet has drifted into the galaxy.

The inhabitants are hostile and attack everything that enters the planet's path. Suddenly, your mission is to chase and destroy these aliens through eight levels of gameplay. Not only that but each level contains a task, revealed at the beginning which you must complete before you go onto the next.

Your Star Fox fighter is equipped with a simple MK1 laser at the start of the game which, according to the instruction manual, if fairly useless. Eventually you get the opportunity to find and visit one of the eight friendly, federated planets. Each is hidden by a worm hole in space, so the location is difficult to find, but once you're there you can repair your ship and upgrade your laser power. One visit only is allowed per level so you'll have to rely on support ships, who're out there with you, to keep your fuel supply up and laser power flowing.

As if the aliens weren't enough, you'll also have to fly through electron and ice crystal storms. If you're used to dodging asteroids you'll have no trouble with these smaller objects but if you're at turbo speed you're in for some bad damage.



When you've finished one level you have to get of the Cube and into the next. Select the orientation display, which shows your ship in the middle of a huge cube and rotate it to the point where the nose of your Star Fox is facing the exit point. Then head for it and time warp to the next stage of the adventure.

Star Fox is a repeat of so many games, *Starion* and *Elite* being the favourites — but it contains enough style of its own to make players who pant after this type of game sit down and take note.

► GRAPHICS	8
► SOUND	7
► VALUE	7
► PLAYABILITY	8

Mega Apocalypse

- ► MACHINE: CBM64
- ► SUPPLIER: MARTECH
- ► PRICE: £7.95
- ► REVIEWER: NIGEL

Just how much can you say about a game that was in the arcades three years ago, on your 64 two years ago and now surfaces with a corny title like *Mega-Apocalypse*? Quite a lot, as it happens.

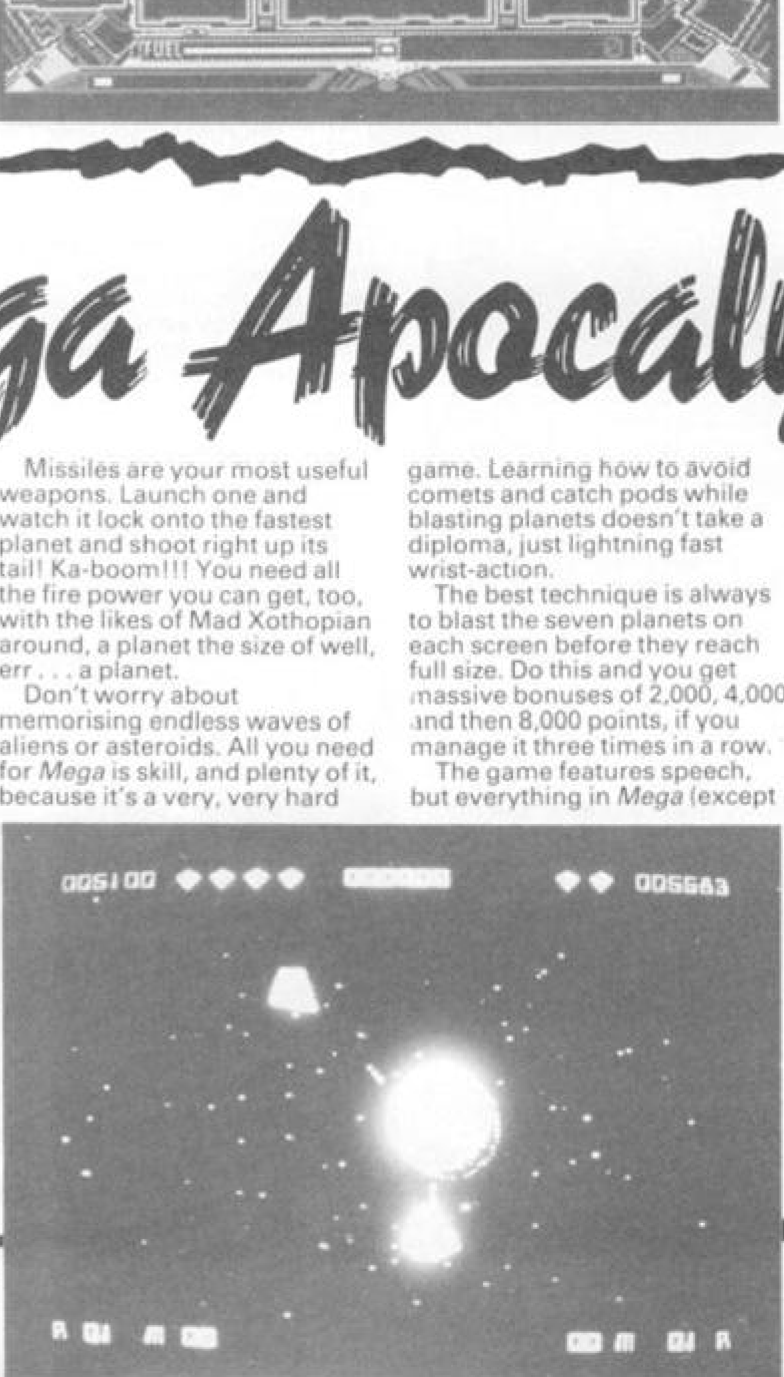
It's a one or two (simultaneous) player game. Set against the backdrop of one of the slickest, smoothest star routines I've ever seen, wave after wave of planets, asteroids and comets move into view. The rules are simple: everything moves at 100mph — except when it's going faster. There are one or two fiddly bits (pods) which you have to collide with for bonuses (extra speed/lives/missiles/rotate control), everything else you blast. The faster it moves, the faster — hopefully — you blast.

Missiles are your most useful weapons. Launch one and watch it lock onto the fastest planet and shoot right up its tail! Ka-boom!!! You need all the fire power you can get, too, with the likes of Mad Xothopian around, a planet the size of well, err . . . a planet.

Don't worry about memorising endless waves of aliens or asteroids. All you need for *Mega* is skill, and plenty of it, because it's a very, very hard game. Learning how to avoid comets and catch pods while blasting planets doesn't take a diploma, just lightning fast wrist-action.

The best technique is always to blast the seven planets on each screen before they reach full size. Do this and you get massive bonuses of 2,000, 4,000 and then 8,000 points, if you manage it three times in a row.

The game features speech, but everything in *Mega* (except the seven and a half minute music track) is sampled to give brilliant *Star Wars*-style sound effects. Five channel sound and, for the first time on a 64, nothing slows down for the speech.



C+VG HIT!

If you cringe every time all those superlatives are rolled out for each successive 'genuine arcade action, blast-'em-up, sensation' buy *Mega* and throw away your dictionary.

► SOUND	10
► GRAPHICS	8
► VALUE	8
► PLAYABILITY	9

10

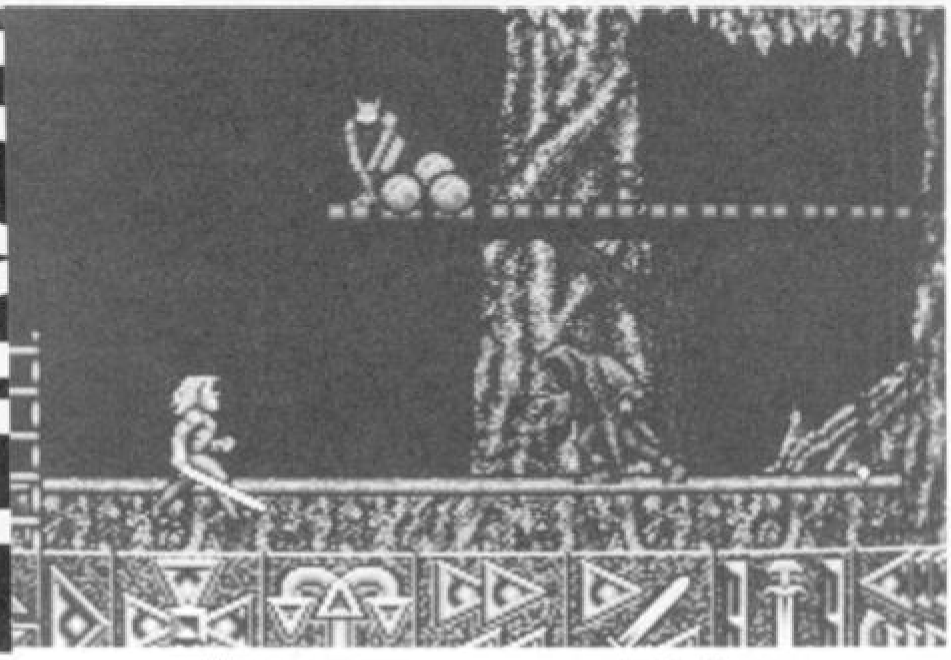
Barbarian

- ► MACHINES: AMIGA, ATARI ST
- ► SUPPLIER: PSYGNOSIS
- ► PRICE: 24.95
- ► VERSION TESTED: AMIGA
- ► REVIEWER: CHRIS

At last, they've done it! Psygnosis has finally written a game, a decent game, which you don't need A-level Physics and a CSE in Maths to play!

Explain myself? OK. *Brattacus*, the company's first game, was not as I had expected it to be. It was far too complex, and really slow, but amazingly managed to sell quite well.

Arena, the first 16-bit *Track & Field* had great graphics, although very slow, but suffered from the same problem.



When *Barbarian* landed on my doormat, I hoped and prayed that this game would be the turning point. Phew!, what a relief I got when I loaded it.

Barbarian is an arcade adventure of the classic, cult following type. The game is the story of a young barbarian named Hegor, and is all about his quest to destroy the evil Necron, an evil being who killed his father.

Accompanying the disk is a novella, a seemingly popular device employed by software houses, which tells the tale of Hegor and his father, and the story ends where the game begins.

Many valuable clues are to obtained from the novella, some of which are hidden in the most amazing ways.

When loading up the game, you are entertained by a number of beautifully drawn screens, which set the mood for the game. The main screen is of Hegor standing with his sword, raised above his head over a metal chain.

You appear in the dangerous marsh lands bordering Hegor's home village, and from there you start towards the Underworld.

Control of your mighty warrior is by mouse, keyboard or joystick, although the latter is not recommended at all. I found the mouse easiest, and quickly got to grips with the controls.

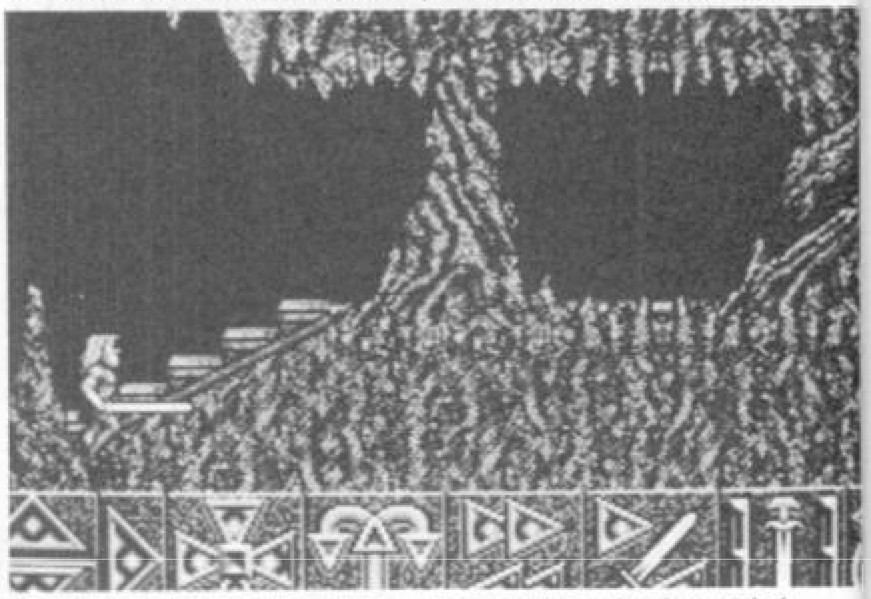
You move Hegor about with various wonderfully drawn icons, which decorate the lower quarter of the screen. Using these you can make your barbarian stroll, run, jump, somersault, attack, pick up objects, climb ladders and even run for his life.

As you venture through Necron's lair, the screen does not scroll in the true sense, which is a shame, nor does it flick between screens like *Sabre Wulf*. Instead it 'flick scrolls', which is one of the only faults this gme has.

Passing by the amazing graphic backdrops, you encounter some of the most evil creatures you could possible imagine. You get werewolves, ghouls, lizards, and, of course, a nasty fire breathing dragon.

With all this going on, you just have to sit back and stare at the true arcade quality graphics, and gasp at the amount of work which has gone into each screen.

Anyway, when one of these nasties decides to have lunch, you can bet he has got a tasty barbarian arm in mine, so how do you stop him? Well, as with all mighty warriors, you have a magic sword which likes nothing better than to play with a demon's intestines, so all you have to do is let it do the talking.



Sometimes this is not the best way to handle the situation, and so a knowledge of somersaults comes in handy. Don't worry, all barbarians come witha lifetime's somersaulting ability guaranteed.

When you do something, be it attack, defend or jump, the graphical action is accompanied by various barbarian type groans. These range from '00' and 'HA' to the more complex sentences such as 'OO ER HUR, AAAAAAAAGHHHHHHHH . . .

All other creatures make noises as well, dogs bark, werewolves growl and bows go 'Boing' as they launch arrows at you. This brings me to an *important part of the game . . .*

After most sound effects, be they 'OO', 'AGH' or 'BOING', instead of blissful silence, you get a loud click as the sample ends.

Should you make it to the dark parts of the Underworld, you will discover a bow which, like everything else, is guarded. The guard in question is a huge metallic being, who carries a large unfriendly looking mace.

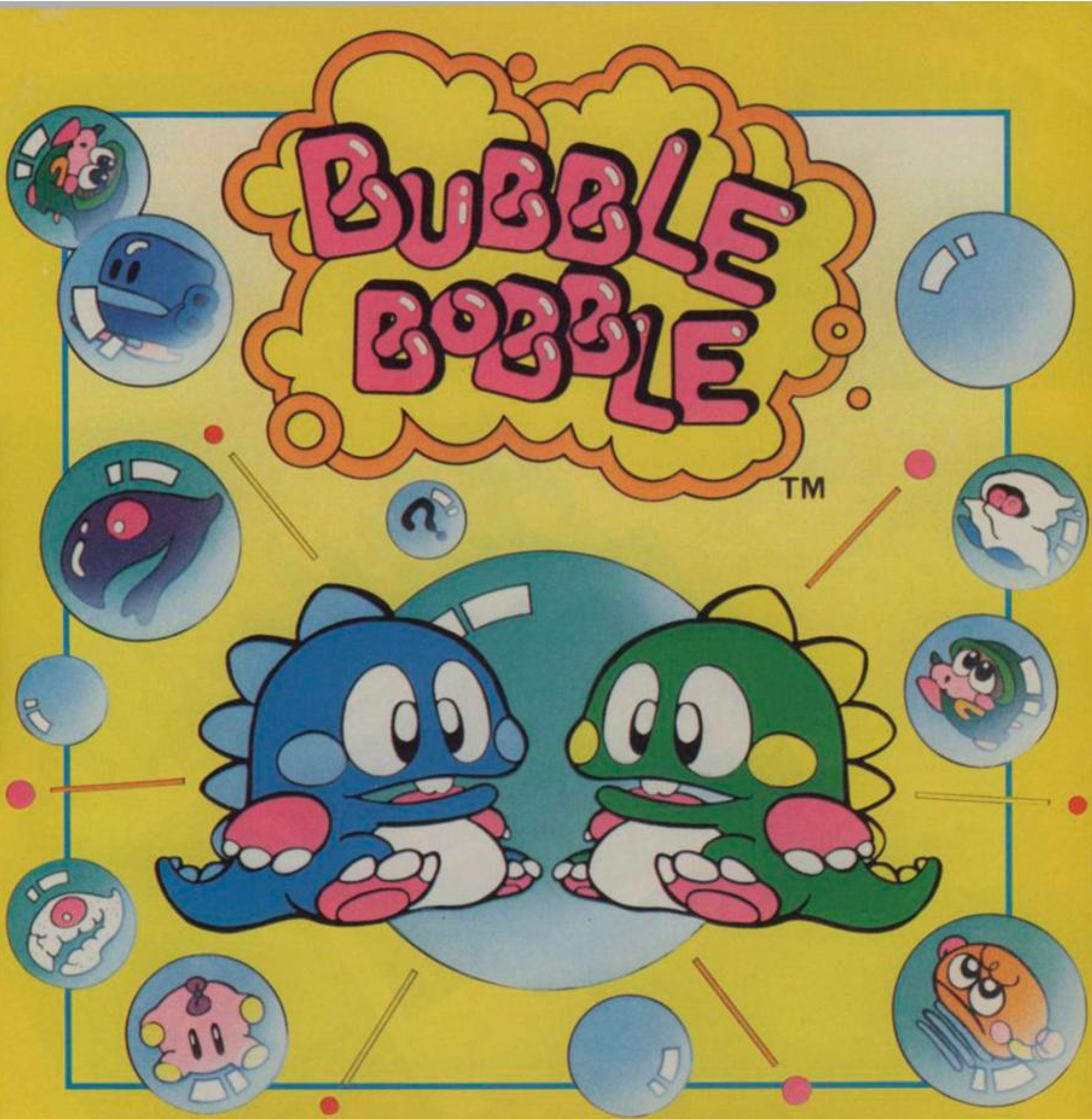
It is, in fact, impossible to kill this guy, although I will tell you that you must have a bow to destroy Necron's dragon.

This is a difficult task, and one which I fail at time and time again. You see, I shoot the dragon, and he shoots me back, so we both die. I can't figure out how the hell you can get past him, but it is possible.

So at last we've got a Psygnosis hit, great graphics, brilliant sound and for once, excellent gameplay.

- ► GRAPHICS 10
- ► SOUND 6
- ► VALUE 9
- ► PLAYABILITY 10

C+VG HIT!



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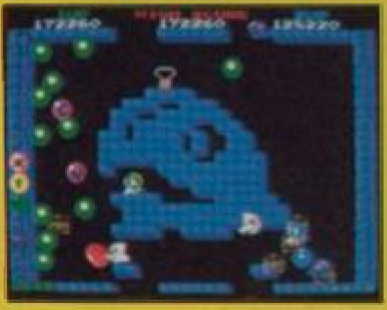

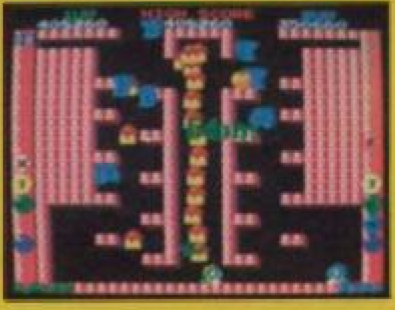

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Battleships

► MACHINES: C64/AMSTRAD/SPECTRUM/ATARI ST
► SUPPLIER: ELITE
► PRICES: £7.95 (SPECTRUM) £8.95 (AMSTRAD) £9.95 (C64) £14.95 (ALL DISCS)
► VERSIONS REVIEWED: SPECTRUM/AMSTRAD/C64
► REVIEWER: TIM

Bing, bing, biiing! The sonar is ticking away nicely but I still haven't managed to pick up that sneaky sub, and it's bound to be lying in wait, ready to pick off my flagship aircraft carrier. Where IS the little **@?

The tension mounts as another classic sea battle reaches its climax. Which fleet will emerge victorious? Who will survive to sail back to home base?

Who'd of thought it could be done? That old school boy classic *Battleships* on computer. If anyone had told me that it was being done I would have had to smother a snigger or two.

But the trouble truth is that *Battleships* — a 50 year old game! — is simply horribly addictive.

Play the computer, play a friend, play loads of friends in this updated strategy style offering based on the game you used to play with a couple of scraps of paper and pencils.

Load up the game and you are presented with an options menu. This allows you to select controls and decide if you want to play against the computer, a friend or indulge in a bit of multi-player action.

Two players compete at any one time then take on all-comers in a knock-out tournament. This is the only way you can get your name on the hi-score chart.

Playing the game goes like this. First you position your ships on the battle-sea. The sea is represented as a grid system and your ships as different shaped groups of squares.

The computer/player two goes through the same procedure — then it's on to the good bit — the blasting.

You begin with 24 shots which you position in the squares of the grid using a cursor.

Starting out you simply have to guess where to position your firepower — it's a good idea to simply spread your shots evenly over the grid.

Once you've used up your ammo the screen display switches to the attack screen which shows an animated view of your shells hitting or missing the enemy ships.

The ships you're attacking are displayed in detail down the side of the screen in the 64 version, while the Spectrum and Amstrad games show you the fleet bobbing about on a pixellated sea.

If you hit a ship, a square on the grid is filled in red, a miss is indicated by a blue square. If you've remembered the shapes of the different ships you'll be able to direct your fire more accurately. But remember they can be rotated diagonally on the grid.

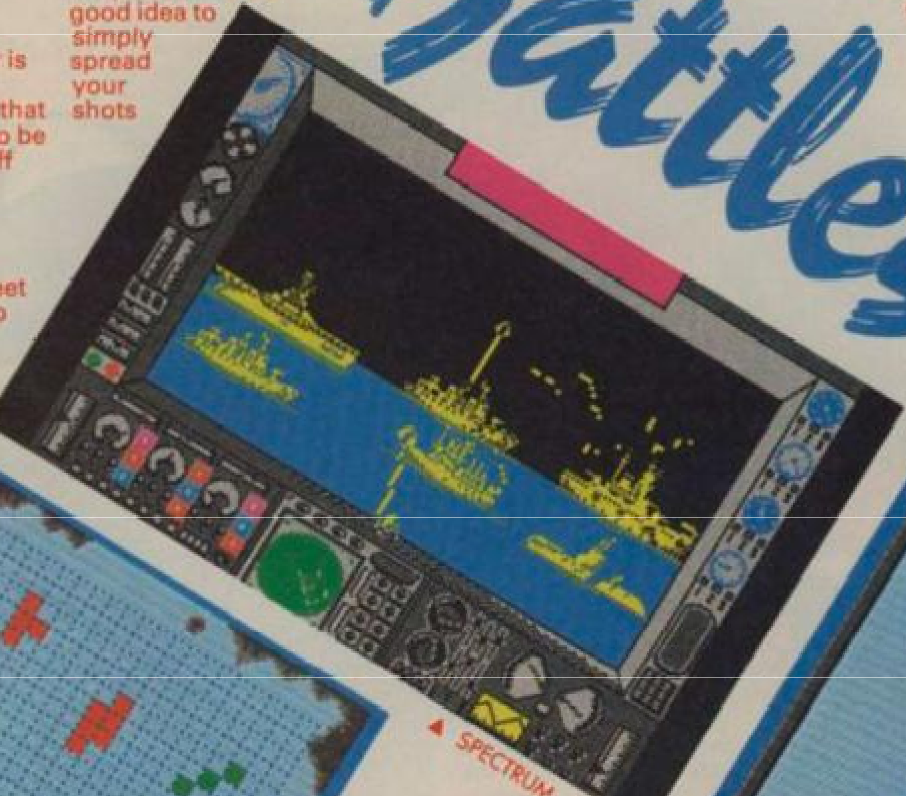
Your attack over and it's the turn of your opposite number to attack you in exactly the same fashion. If one of your ships is sunk you lose firepower. And it's quited distressing to see them slip beneath the waves.

Don't despair if your big ships take a beating. It has been known for a tiny missile ship — just two squares in size — to stick around long enough to beat the enemy fleet.

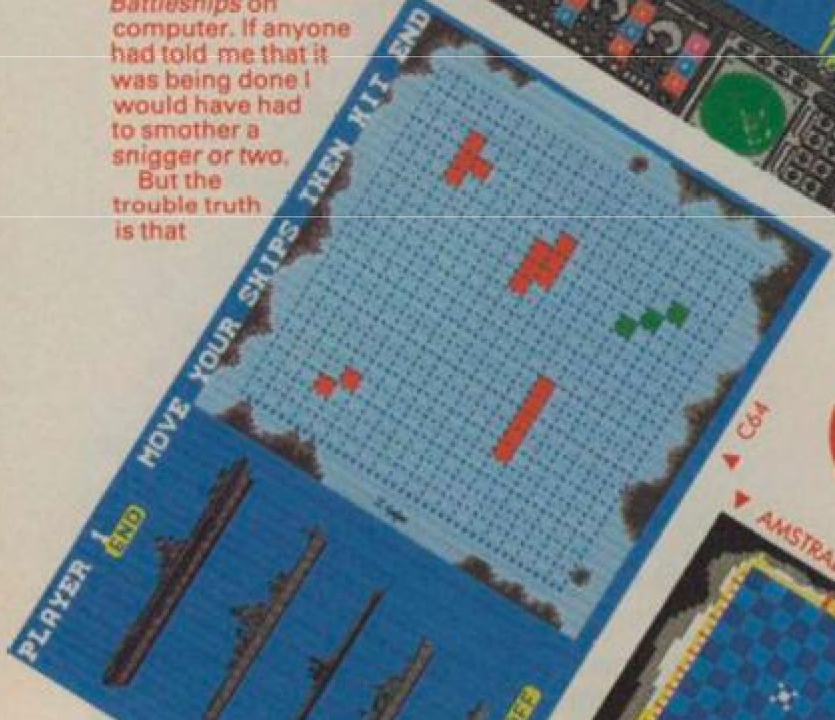
Spectrum and Amstrad versions are graphically similar — with the same attack/battle screen showing boats on the sea. The 64 version is different. It shows a bow mounted ships gun blasting away at the horizon while planes fly over head dropping bombs.

As boats are hit they settle in the sea — several hits are needed to finish them off finally and it has been know for a totally crippled ship to sail past in the victory parade!

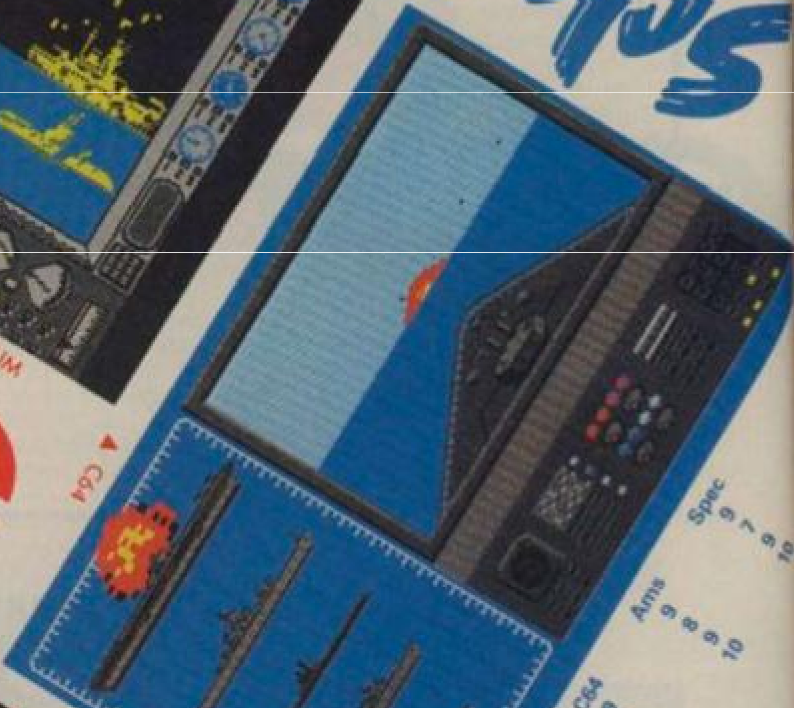
Gameplay is much the same on all versions — after all you can't really change much in such a simple concept. In fact ist's so simple it's brilliant.



▲ SPECTRUM

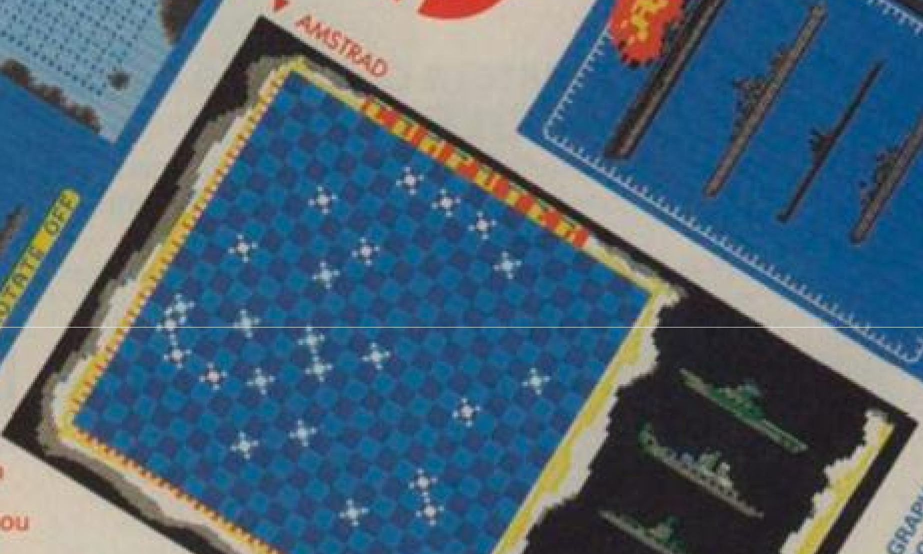


▲ C64



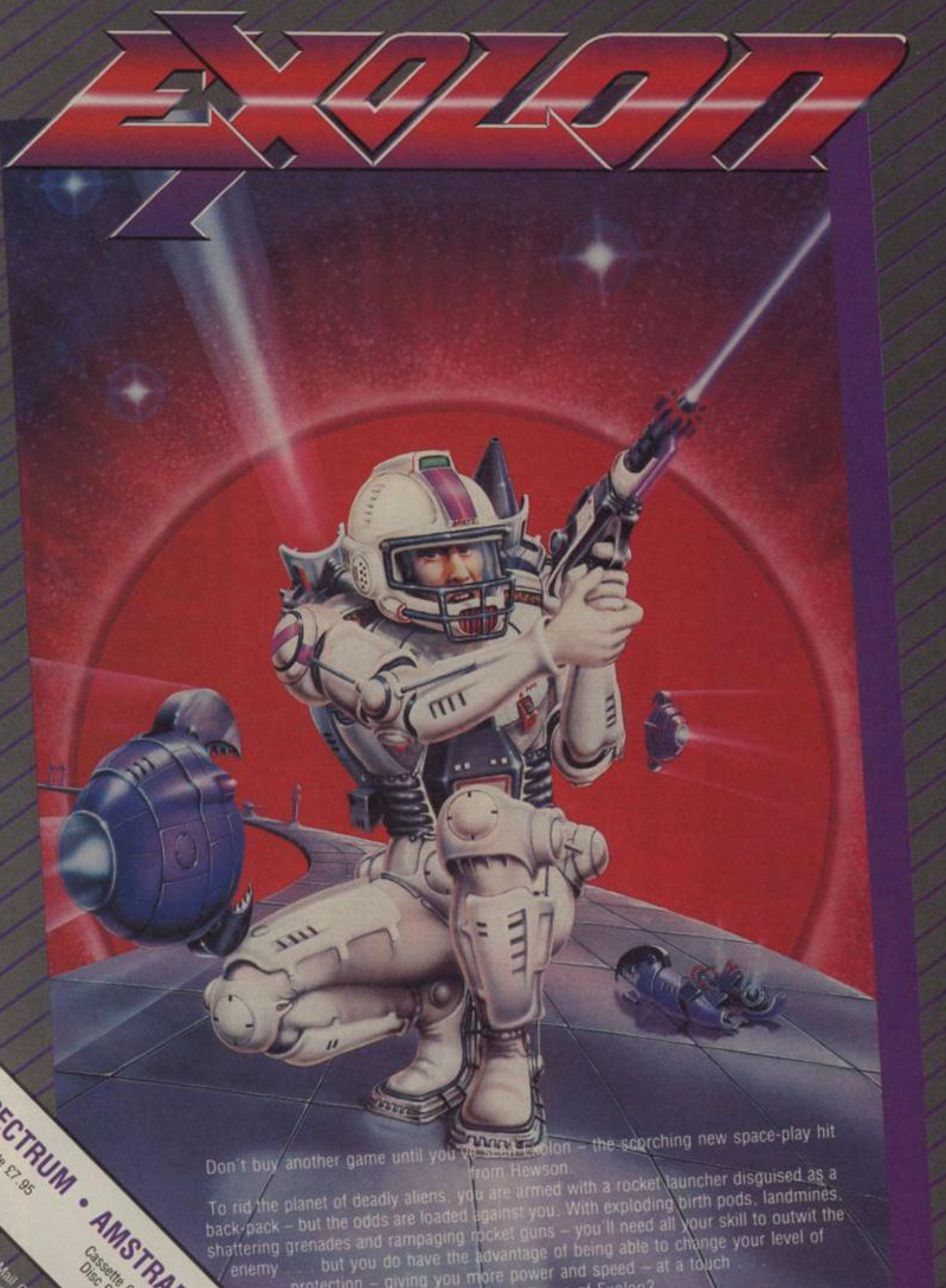
▲ C64

C+VG HIT!



▼ AMSTRAD

	Spec	Ams	C64
▶ GRAPHICS	9	9	9
▶ SOUND	7	8	9
▶ VALUE	9	9	9
▶ PLAYABILITY	10	10	10



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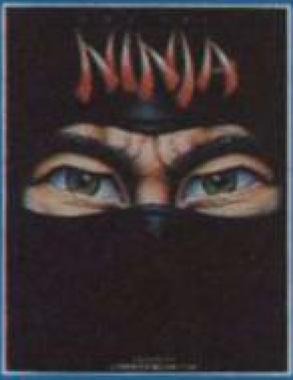
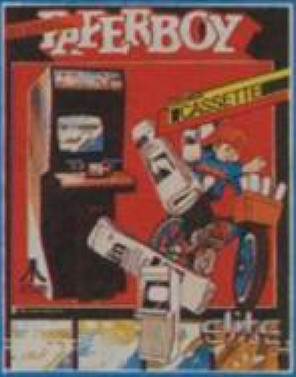
BARBARIAN
The Ultimate Warrior




PAPERBOY
CASSETTE
elite

HIT PAK
DUET
6 PAK

AUGUST 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Last Ninja	System 3	CBM	9.99
2.	Barbarian	Palace	Spectrum	9.99
3.	Enduro Racer	Activision	Spectrum	9.99
4.	Wonderboy	Activision	Spectrum	9.99
5.	6 Pack	Elite	Spectrum	9.95
6.	Barbarian	Palace	CBM	9.99
7.	Paperboy	Elite	Amstrad	8.95
8.	6 Pack	Elite	CBM	9.95
9.	Wonderboy	Activision	CBM	9.99
10.	World Class Leaderboard	U.S. Gold	CBM	9.99
11.	Army Moves	Ocean	Spectrum	7.95
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13.	Road Runner	U.S. Gold	Spectrum	8.99
14.	F15 Strike Eagle	Microprose	Spectrum	9.95
15.	Gauntlet	U.S. Gold	Spectrum	8.99
16.	Big 4	Durrell	CBM	9.95
17.	Game Over	Ocean	Spectrum	7.95
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21.	Game Over	Ocean	CBM	8.95
22.	Living Daylights	Domark	Spectrum	9.95
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25.	Living Daylights	Domark	CBM	9.95
26.	Trio	Elite	CBM	9.95
27.	Paperboy	Elite	Spectrum	7.95
28.	Konami's Coin Op's	Imagine	CBM	9.95
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30.	6 Pack	Elite	Amstrad	9.95

BARBARIAN
The Ultimate Warrior

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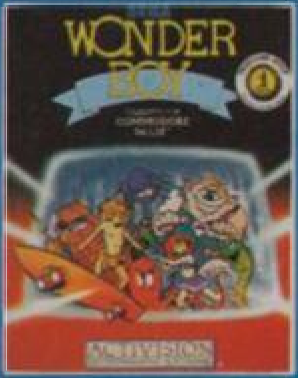
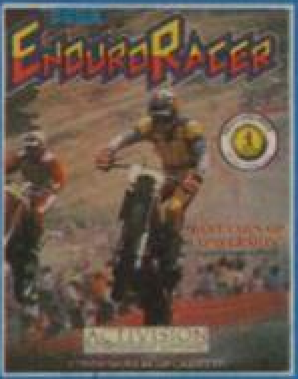

WONDER BOY
ACTIVISION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COMMODORE SPECTRUM AMSTRAD

Catch 23

▶ MACHINES: SPECTRUM/C64/ AMSTRAD
▶ SUPPLIER: MAR TECH
▶ PRICE: £8.95 (CASS) £12.95/£13 (64/AMSTRAD DISCS)
▶ VERSION REVIEWED: SPECTRUM
▶ REVIEWER: TIM

There's only one catch in *Catch 23* and that's the fact that you need plenty of spare time to play it. *Catch*is BIG!

Martech have come up with a complex strategy/action game that will appeal to wargamers and fans of vector graphic adventures like *Elite* and *Cholo*.

Intelligence reports and satellite pictures have confirmed the worst — the enemy's CK 23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK 23 is also able to escape the earth's gravitational pull and then achieve geo-stationary.

There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry.

The CK 23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveilance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

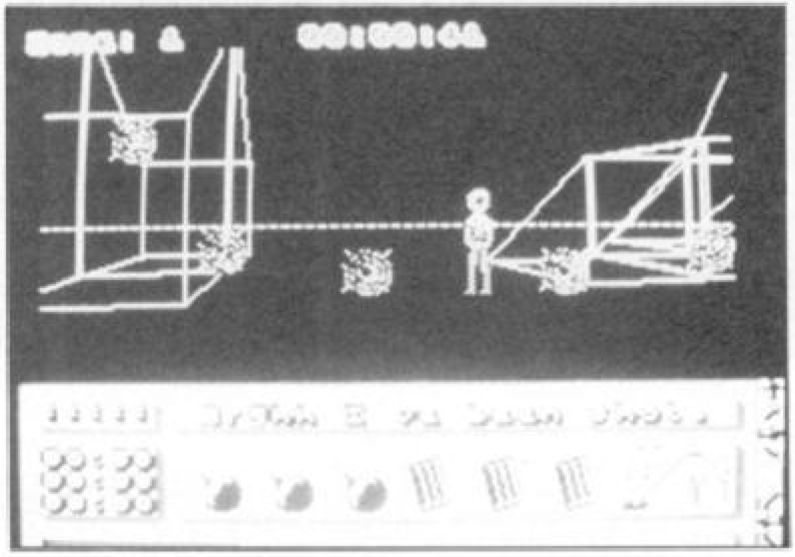
At the start of the game, you have just been dropped by parachute. Where you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This give you just eight hours to complete your mission.

Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still criss-corsses the island.

The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover lareg distances quickly, but unfortunately your map shows only a few of the principal shuttle routes.

There are a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.



Once inside a building it will be possible for you to identify its contents You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items.

Armoured Vehicle Patrols have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you.

Foot Patrols are armed and, like you they have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

The island has a number of areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to you head-up display. Any mines in your field of vision will be clearly visible to you.

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3-D representation of your 'world' as you move within it. The SIE also has a sophisticated head-up-display which provides you with a constant update on your status and situation.

You can also carry a maximum of three bombs. You have an unlimited supply of detonators and timers, but to make replacement bombs you must find buildings which contain explosives.

Your *Compass Direction Indicators* display the direction you are facing. They can also be used to lock onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

Your Dangerometer displays a measure of the danger assiociated with you current location. If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush to investigate what happened.

However, if you are elusive, and keep a low profile, soldiers are less likely to patrol your immediate area.

Keeping a close eye on your Dangerometer and trying to discover what affects it, is of immense importance.

As well as the civilian workforce, the enemy recruited a large number of technicians and scientists to help with the development of the CK 23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference.

Unkown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacutated. Their whereabouts are not known.

However, intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location.

You have been provided with a brief descripttion of sixteen of the seventeen scientists. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hideout you have located should you come across a computer terminal/ transmitter. Being able to correctly identify whose hide-out you have discovered may be a matter of life and death.

Computer Terminal-Transmitters can be found in the hide-outs of each of the scientists. To LOGON to the system network you must enter the correct password.

Once you are into the system, there are useful clues to be discovered, if you can crack them.

You can save the game to tape or disc, but only from a safe House. If you find the word SAFE written on a wall, enter investigate mode and identify the lettering.

My only complaint is that it could just be too big. It takes a lot of time to explore the game and discover its secrets.

Catch 23 is a good looking, well produced and thoughtful game.

▶ GRAPHICS	**8**
▶ SOUND	**3**
▶ VALUE	**9**
▶ PLAYABILITY	**8**

Game Over

▶ MACHINES: AMSTRAD/CBM/ SPECTRUM
▶ SUPPLIER: IMAGINE
▶ PRICES: £7.95 SPECTRUM, £8.95 AMSTRAD CPC/CBM, £12.95 AMSTRAD CPC/CBM DISK
▶ VERSION REVIEWED: AMSTRAD CPC
▶ REVIEWER: JOHN

A principal female character at last, but one, I suspect, launched as a cassette wrapper to appeal to the male eye. But what's this? This woman, named Gremla, is a cruel and powerful galactic ruler, a mega-villain to out-shine Darth Vader.

The hero, yes you've guessed it, is a man called Arkos. He was Gremla's faithful Lieutenant but a sudden twinge of conscience has turned him into a super-goodie, determined to defeat the megalomanic obsession of his ex-boss. The final battle is played out on two levels and ladders worlds, the first called Planet Hypsis, the second Schkunn. You must dash across each, destroying Gremla's guardians on the way, and, on the final screen, defeat the Giant Guardian.

Hypsis is a horizontally scrolling world of 20 screens, peopled with five types of alien robots and another five types of objects. On the first screen you meet the small, floating laser shooters, robots that'll shoot straight for your head and drain your ever decreasing power unless you put four laser bolts into them. To offset their deadly effects, shoot at the Energy Heart cylinder, grab the heart which floats away from its remains and take on the energy it contains.

You'll need all that energy if you're to beat the second level which, when you first see it, you will think is unplayable. There are two level pads which move up and down in the middle of the screen. Jump to the first and then the second, but you must not hit the ground or you're turned into a mass of glittering vapour that floats away — and that's a life lost.

If you pass this screen you'll have seen and solved the play format for the rest of the game.

The levels change colour — blue to white — later in the game, and take on ladders in the middle of the map, but the method of moving from one end of the screen to the other is always the same. Only the guardian robots change. You soon encounter a massive guardian robot, a Dalek without an eyestick, which lobs huge energy bolts at you. Don't bother to stay around and destroy it. Just run across the screen in the vain hope that you'll retain all of your energy.

Next up are the green monsters which you find on the metal platform and stone bridge screens. They represent no threat that I could see, and don't even look pretty.

To combat all these forces you can pick up grenades on the ground and a nifty time you'll have to avoid the mines if you're ever to get to the second world.

The Planet Sckunn scrolls vertically and horizontally, so the game play's more difficult. That said, your weapon, puny though it is on the first level, is upgraded so that it produces a never-ending stream of laser power and will destroy everything in its path.

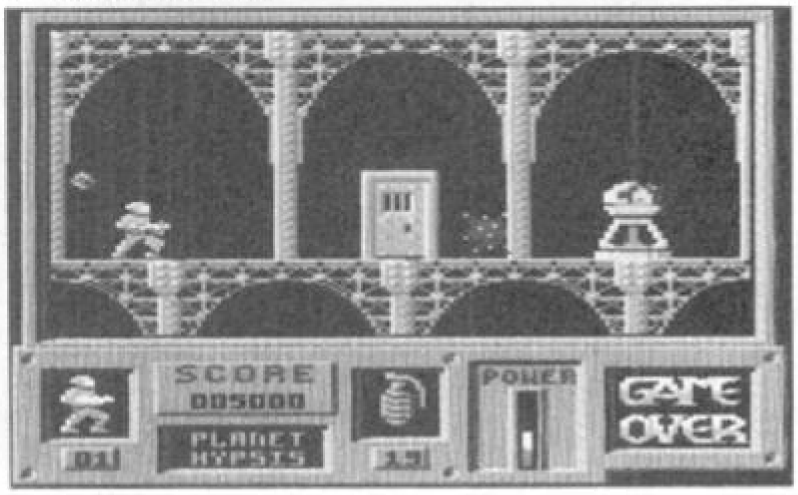
There are two stages to get through: The Forest and The Palaces. In The Forest there are lakes in which you'll drown as well a less-than-abundance of aliens. Admittedly you do get a creature called a Kaitas which takes two energy points from you when it hits you, but it can be downed with just one laser shot and doesn't represent much of a threat.

The Palace screen is an improvement over The Forest, but only marginally. It's crowded with elevators which take you from one floor to the other. Once you're in one you mustn't move or you could die. There are also mines scattered on the floor, and four more types of aliens with which you'll have to deal.

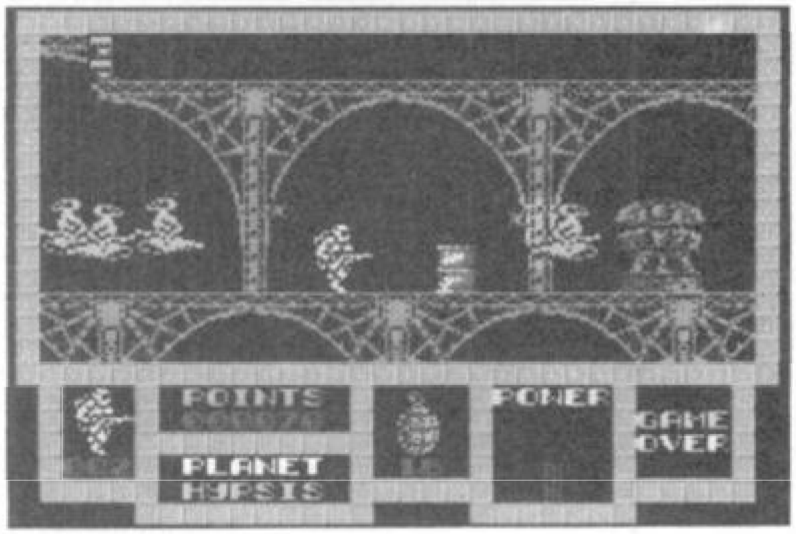
The aliens on this level shoot fireballs and you need to hit them four or five times before they're destroyed — not a difficult task with your super laser. The Giant Guardian at the end of the game, however, is another matter. Hit it 30 times and its wings disappear, 15 times and its body disappears, another 30 and its head vanishes. It's a devil to destroy and makes up for all the puny aliens in the other parts of the game.

	AMSTRAD	SPECTRUM
▶ GRAPHICS	5	7
▶ SOUND	6	5
▶ VALUE	7	8
▶ PLAYABILITY	7	8

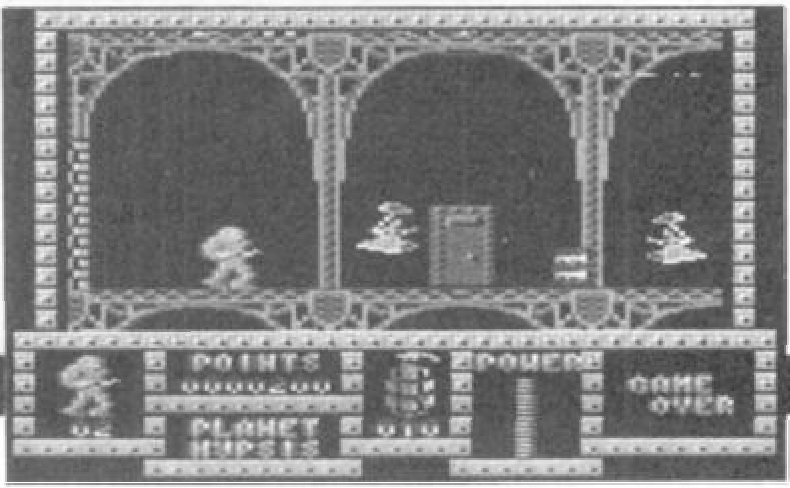
▼ COMMODORE 64



▼ SPECTRUM



▼ AMSTRAD



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Blitzkrieg

- **MACHINE: CBM64**
- **SUPPLIER: 39 STEPS ARIOLASOFT**
- **PRICE: £9.95 (cass) £14.95 (disc)**
- **REVIEWER: STEVEN**

Novelist Len Deighton wrote his factual history *Blitzkrieg: from the Rise of Hitler to the Fall of Dunkirk* in 1979, and this new ~~game~~ has only a passing connection with the book.

For one player only, taking the Germans against the computer, it falls into two parts.

In the first part the player may accept the computer's default setting for the strength and deployment of his forces, or create his own, expanding the historical number of panzer (armoured) divisions from eleven to a maximum of fifteen and changing their strength in tank and air support.

This scenario must then be saved to tape for later use. For the second part these panzer divisions only are deployed on a map of Europe. At this point the game parts company sharply with history.

The map shows sourthern England, northern France, the Low Countries, Denmark and Norway as unconquered on 1st May 1940.

In reality the Scandanavian countries had been over-run the previous month. The object is to score at least 100,000 "victory points" which can be done without conquering France if Britain falls to your invasion (a pretty absurd idea), but a country does not surrender until all its cities have been occupied.

In the real war the Germans by-passed cities and played on political bluff as well as military skill to win victory.

The player is given only the German panzer division as if the rest of the army didn't matter.

The single A5 sheet of instructions gives, for all practical purposes, no indication of how to play the game and the player must discover for himself which key to press to get the part of the orders menu he wants.

The most irritating feature is that although the game runs very quickly — from 1st May to 30th September in about 40 minutes — it does not pause while orders are being issued.

Since the most any division can be ordered to move is six squares (there are 35 squares from the Rhine to Normandy) most of the divisions spend a lot of time doing nothing, while it takes up to ten game days to tell a single division to do the obvious, like cross the river it has come to.

Nor is it clear from the map which division is where and what direction it is travelling.

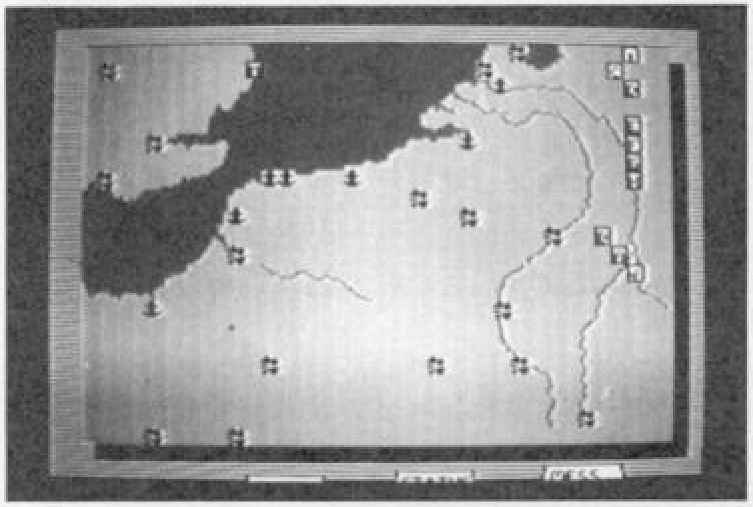
Care and attention have been lavished on the non-map graphics of this game, with orders coming in mock German scripts and a filing cabinet opening to provide the menu of orders and reports.

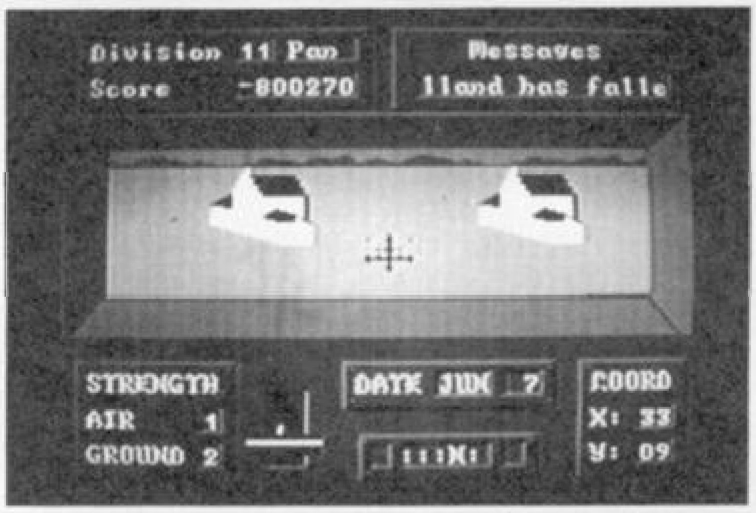
The player can access the view from any divisional commander's tank to see what the problem is.

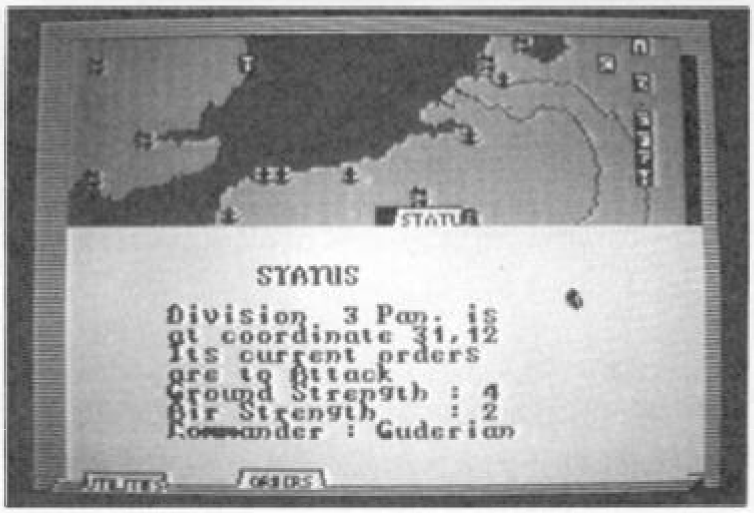
There is even a happy marching tune to listen to while driving over France.

But in providing all these frills the game designer has lost sight of the need for a clear, simple, well-explained playing mechanism, with a readable map, and some attention to what really happened.

▶ GRAPHICS	8
▶ REALISM	4
▶ VALUE	5
▶ PLAYABILITY	3







STATUS

Division 3 Pan. is
at coordinate 31,12
Its current orders
are to Attack
Ground Strength : 4
Air Strength : 2
Commander : Guderian

- **MACHINE: ATARI ST**
- **SUPPLIER: FIREBIRD**
- **PRICE: £14.95**
- **REVIEWER: JOHN**

The vine of life stretches long and far before you, oh withered one, but before you reach the Final Enlightenment on *The Golden Path* it will have been slashed by monsters and the grapes soured by the complex puzzles that face you.

You are the newly initiated monk Y' in Hsi, whose father, the Emperor Tang Yin, was murdered by an evil warlord. Before he died he gave you a ring, containing his magical life force, and a scroll called The Book of Knowledge. Combined with your monkish command of the martial arts and help from a friendly hedgehog called Norman you're all set for the long road.

Despite Firebird's claim of complex puzzles, the action — set against highly detailed but gaudy backgrounds — takes the form of bashing brainless animals and defending yourself against sudden goblin attacks. The goblins — monkey-faced midgets in baggy trousers — have an aversion to hedgehogs so, if you can catch him, Norm comes in handy on the first screens. You have to hold him in your hands though, because the pocket in your robe, which holds one object, won't take the prickly bundle and that's trouble when you want to pick up one of the other objects on the trail in a hurry.

The puzzles are easily solved

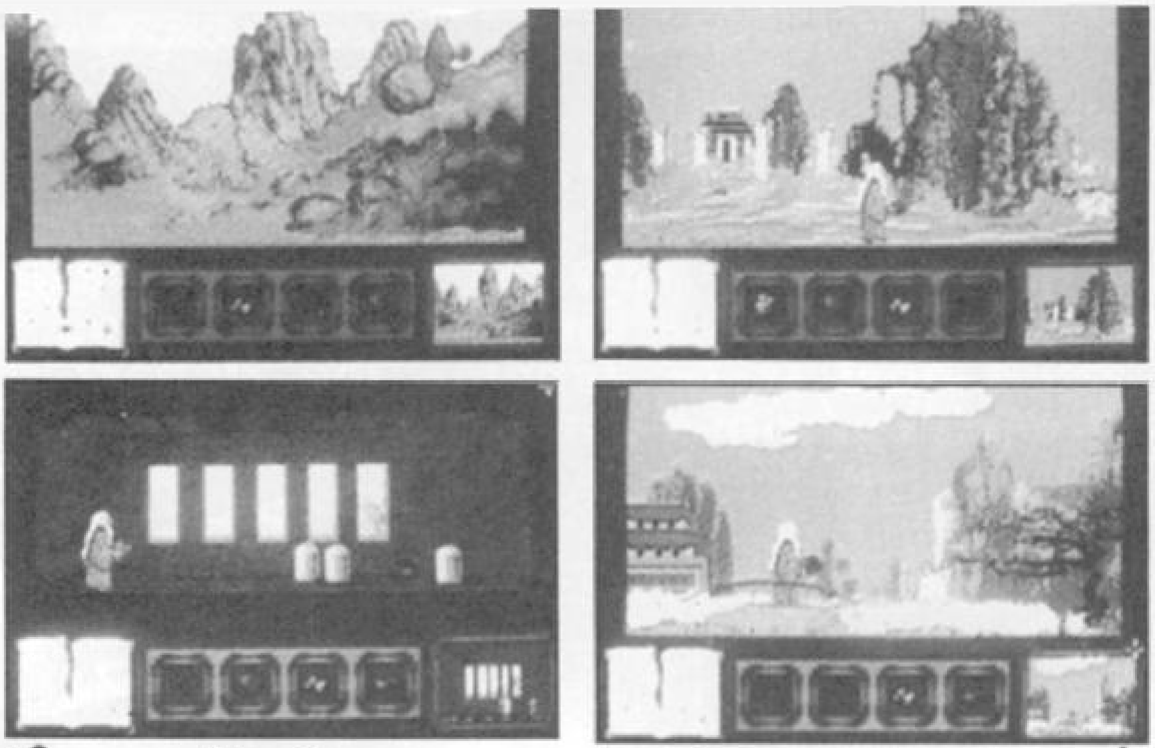
Au

- **MACHINES: ATARI/C64/ST/ AMIGA**
- **SUPPLIER: MICROPROSE FOR ORIGIN SYSTEMS**
- **PRICE: £19.95 (disk)**
- **VERSION REVIEWED: C64**
- **REVIEWER: STEVEN**

It is the year 2030 and law has broken down throughout the United States. Armed gangs patrol the main highways and any traditional means of communication between cities is impossible.

Pickups and deliveries are made by couriers driving highly specialised and heavily armed and armoured cars, all under the strict regulations of the American Autoduel Association.

You have arrived on the bus in New York with $2000 in your



Golden Path

but made artificially more difficult when the scenes are switched around on the game map. The rosy apple may be on one screen and the hills with the hungry old man on the one to the right. It's easy enough to drop the apple at the old man's feet and wait for your reward. When you reload the game, the old man and his hill may be replaced by a next-to-naked hill man who's after your blood, you'll have to store that apple in your pocket in the hope that you'll stumble upon the old man fairly soon.

Combat encounters take you further along to Path but drain the energy from your life vine. If that shrivels you've had it. The only way to increase vine power is to solve some puzzles and that means finding the use for the fire tongs in the temple, finding a way to ford a sacred river and find the stick of yellow incense. Once you know which object and character goes together there's not much more to do, apart from searching around screens for the randomly placed objects every time you load the game.

The Golden Path is a superb package game with graphics and oriental soundtrack worthy of the ST combined with a 34-page mystic novella and two discs — one for the monk's attributes and the other for the backgrounds. The gameplay, however, is disappointingly similar to the fighting fist mould of games and the puzzles are not strong enough to bless the game with full-fledged adventure status. If Firebird had paid as much attention to plot as it has to graphics and sound, the game might have been a success.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	6

o-Duel

pocket, enough to buy a suit of body armour but not a car.

You volunteer for amateur night in the Autoduel Arena, and of the five contestants only you come out alive.

After a few more nights of this you have enough for a car and you start taking courier missions. You may even get rich enough to afford a clone to take over for the day when another courier or a bandit finally gets you. It's a short life, but it's a living.

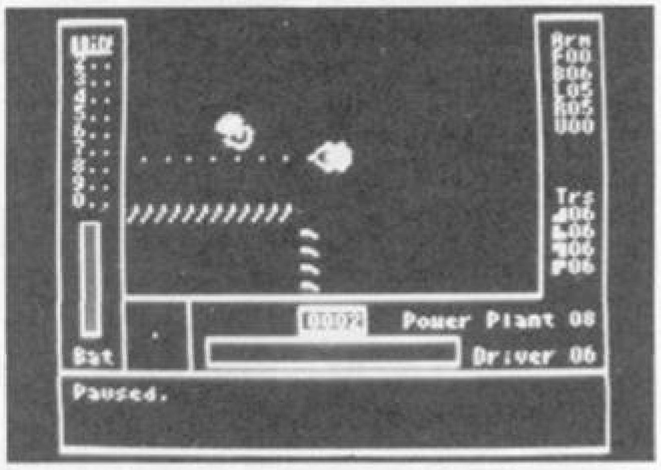
If you think this isn't a wargame, just try playing it! It has its origins in the *Car Wars* by boardgame Steve Jackson and its roots in the *Mad Max* films. A considerable amount of luck is required to survive at first, but a character can be saved to disk for a continued life and exploits.

The real problem comes in selecting your particular car — will you be a killer rabbit or a Kali turtle? — and the courier missions you will undertake. A real coward can just catch the bus to Atlantic City and try to get rich playing poker — but if you ask me the game is fixed!

Auto-Duel has created a varied, ingenious and entirely believable world in which it is possible to lose yourself for hours. If anyone wants me, I'll be in Joe's Bar in Pittsburgh and open to any reasonable offer.

► GRAPHICS	9
► REALISM	9
► VALUE	8
► PLAYABILITY	9

C+VG HIT!



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Paused.
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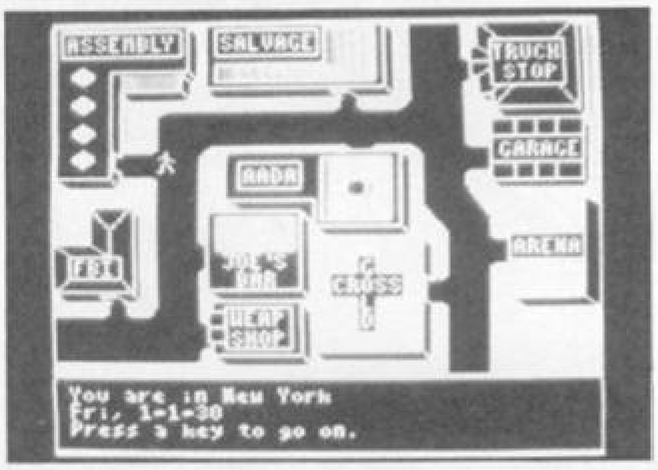

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You are in New York
Fri, 1-1-30
Press a key to go on.
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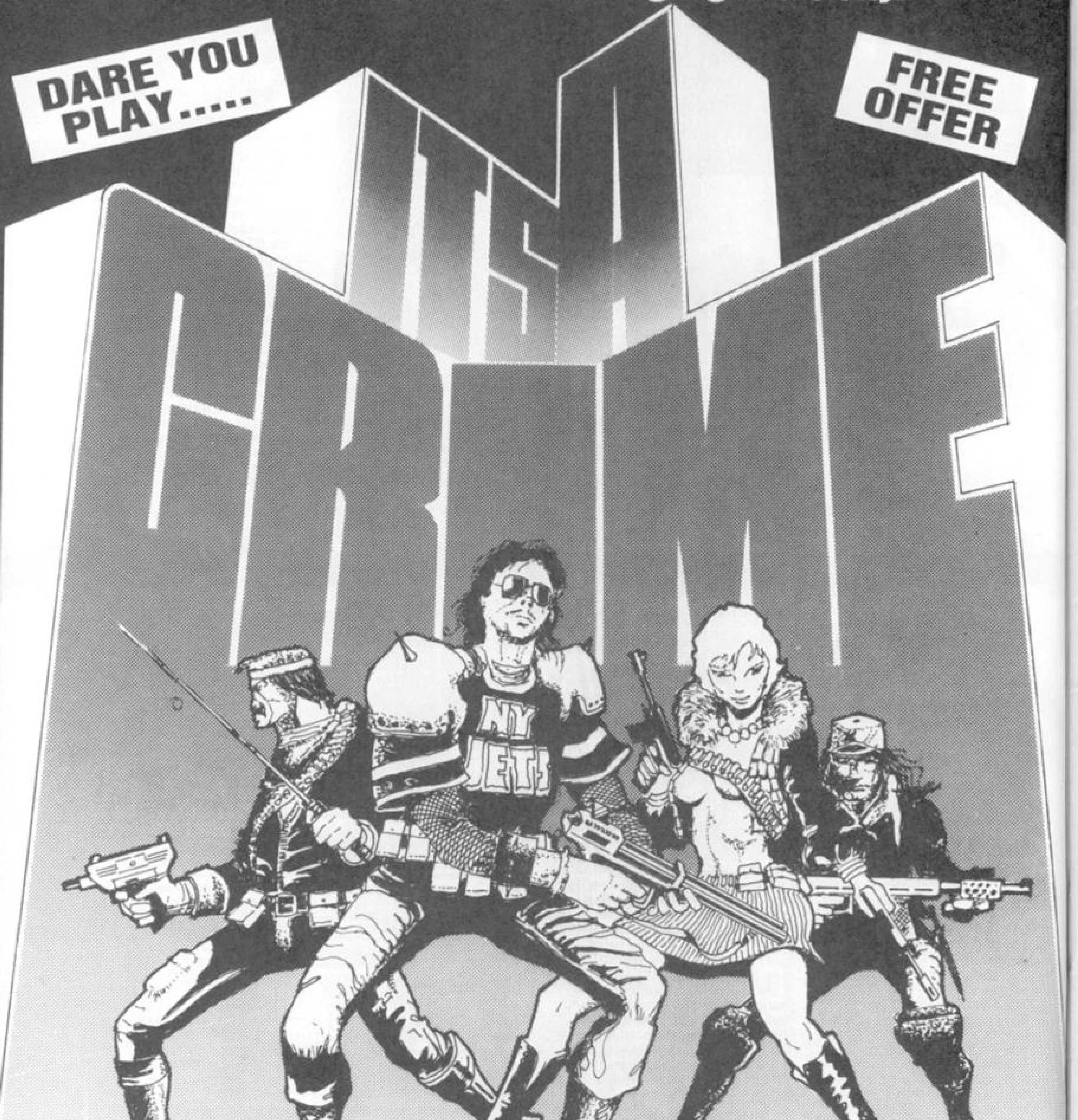

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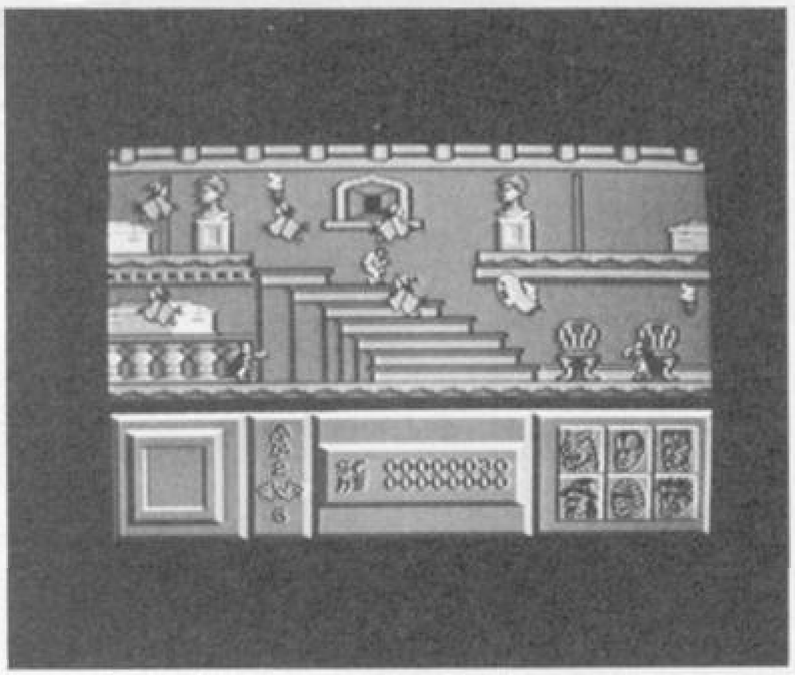
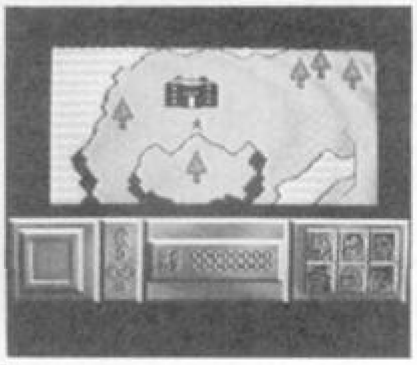
- ▶ MACHINE: C64
- ▶ SUPPLIER: FIREBIRD
- ▶ PRICE: £7.95
- ▶ REVIEWER: JOHN

Harry Johns, ex-football star, adventurer and walking advert for dental floss has been stranded on an island with only the diabolical Dr Graves and his mutant carnival for company.

The island is a prison for the mad doctor's latest creations but is also haunted by the dead ancestors of his victims, who people the houses and castles on the island. You start the story on an overhead view of the island. Move your pin-man representation of Harry Johns around until you come to a building which you enter by going in the front door. One of them will contain your lost love Conny, who's been kidnapped by Graves, but first you'll have to pass the hoardes of witches, Frankenstein monsters and ghosts.



Scary Monsters



The building interiors consist of stairways, bannisters and landings. You can leave at any time you want but, if you want to finish the game, you'll plod on.

The one interior design in the game is shared by all the houses and castles, but there are three levels to it which you can reach by jumping onto stairs, bannisters and even some statues that depict Frankie, Drac and the Mummie. Monsters drift across all these levels but you can hit any of them with plasma energy that fires continually, and will point in any of the eight compass directions.

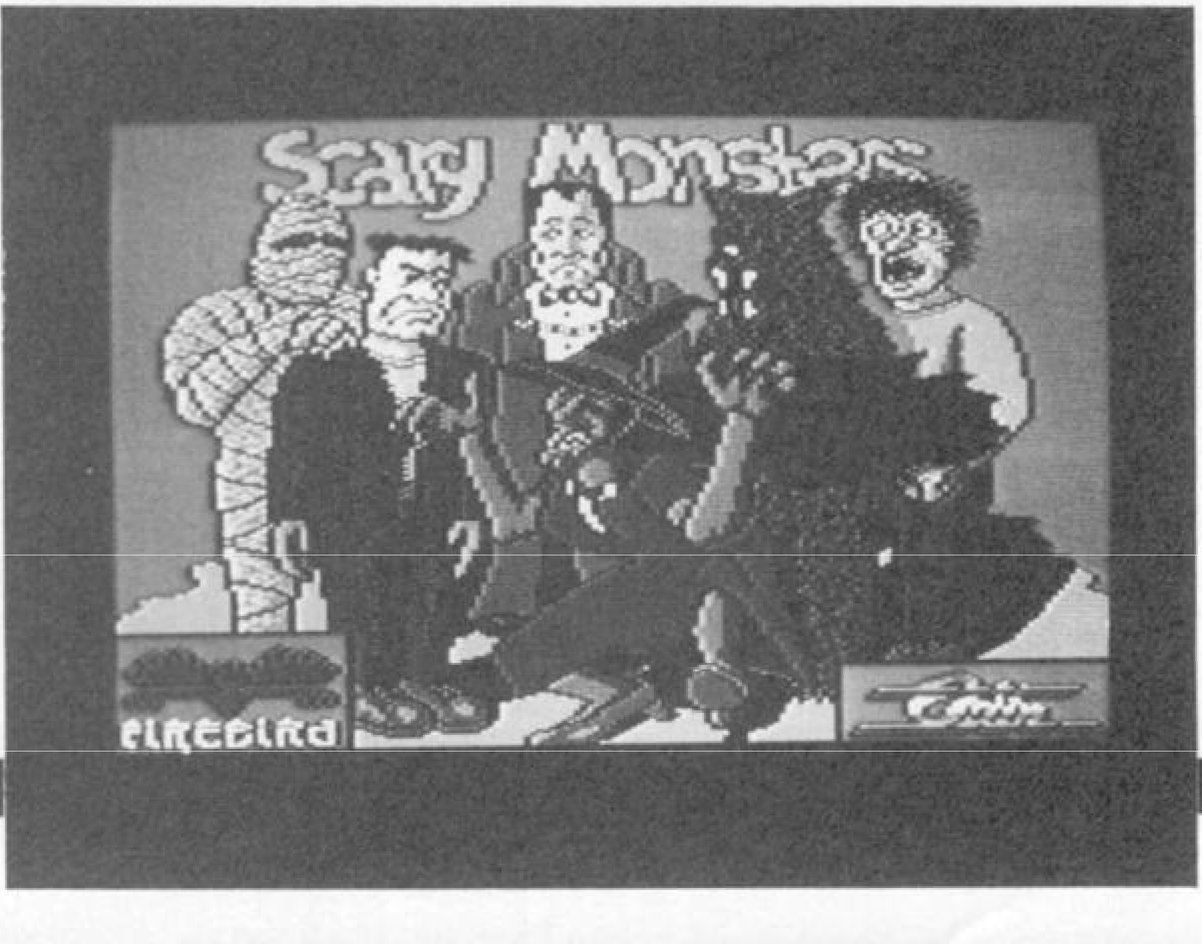
Alternatively you can press fire and pull the joystick down to neutralise all the supernatural forces on a screen. Harry faces front and his hands flash out as he casts a double, clammy, wammy spell. You've only got six of those, and three lives, so you'd better watch what your doing.

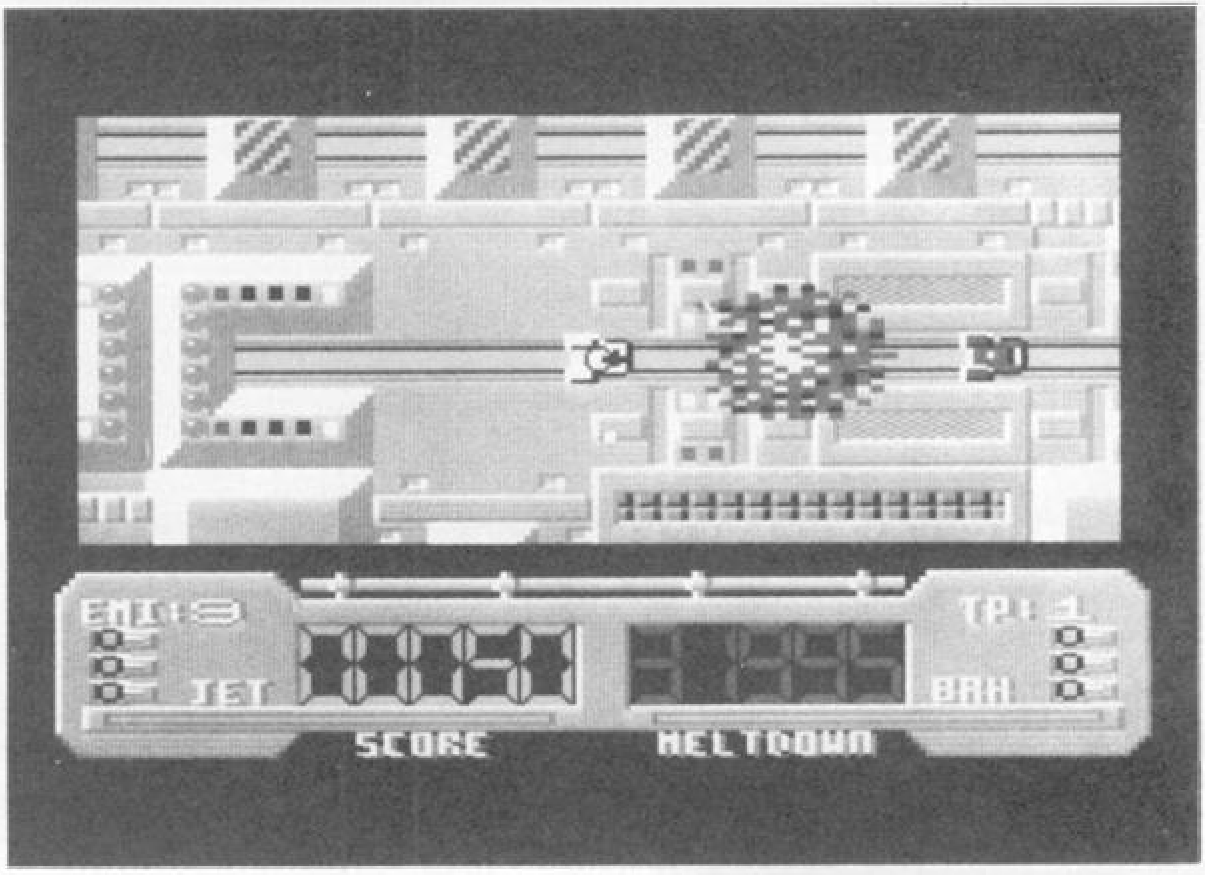
If you get too close to a monster it'll bounce you around with some of that ectoplasmic force, at the same time draining your energy and, if you're caught by several other ghouls on the rebound, you'll be well and truly done. Just duck to avoid them, and don't jump around the levels too much. Unfortunately, it's that easy.

Once you've played out one house don't hang around to bump up your high score — easy enough if you keep your finger on fire. Leave by the left side of the screen and wander the map again. Your lady friend could be held in any one of the castles, houses and manors on the island and a good many of them are protected by mazes, bridges and one way entrances. Again, the mazes and other more natural protection devices are easy to get through or escape. The only aspect of the game which makes it a long player is the massive size of the map. It's a pity that there's no save game option available because you'll probably give up long before you've found Conny. Suddenly her rescue, and the thought of bravely battling all those witches, Frankies and Dracs, doesn't seem so appealing.

There is no menace as great as looming boredom!

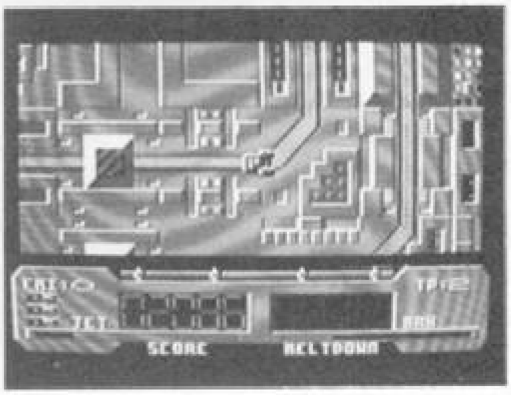
▶ GRAPHICS	7
▶ SOUND	8
▶ VALUE	6
▶ PLAYABILITY	7





- MACHINES: C64/SPECTRUM/ AMSTRAD
- SUPPLIER: CRL
- PRICE: £8.95 TAPE £14.95 (DISC)
- VERSION REVIEWED: C64
- REVIEWER: TIM

Traxxion



I always wanted a train set. But I never got one. But I guess the next thing could be *Traxxion* — a sort of computerised train set with added blasting.

You find yourself rumbling around in a tank on tracks, within a giant nuclear reactor which is about to go terminally critical.

You must find your way to the exit before the faulty reactor melts down — the resulting explosion will destroy.

To escape you must negotiate crossroads, sliding platforms, points, and many other hazards. To change the points you must shoot the flashing controller next to the points.

You can also reverse the direction in which you are travelling by hitting F7, this uses up one of your limited supply of Electro Magnetic Inverters (EMI).

Running off the points or crossroads, hitting obstacles (road blocks and other cars, both of which can be shot), or hitting a dead end is fatal, costing you one of your three craft. Other points of interest to note are the Fuel Caps, the Electrostatic Disintegrators, and the teleports.

The Fuel Caps are the tops of the fuel rods that fuel the reactor. These are exposed for easy refuelling. If these are shot, the time to meltdown will suddenly be increased, as there is now less fuel to melt down.

The Electrostatic Disintegrators are a security system installed to destroy all cars in the vicinity, on impact with any object. Your car has been equipped with a shield to reflect the destructive energy of the Electrostatic Disintegrators.

The teleports once entered by your car, will automatically teleport you to another part of the map.

Your screen display goes like this. On the bottom panel you will see your score, and the time to meltdown clearly depicted, in large LED numbers.

The TP number is the number of the next teleport which you must head for.

The small cars are the cars you have remaining, the Electro Magnetic Inverters remaining, the JET temperature, and the brake (BRK) temperature.

The last two, on reaching the maximum, stop your car from accelerating and braking respectively, until their temperatures are out of the white areas.

When starting out, always travel slowly, to get the hang of the game, and to get acquainted with the map.

When approaching points, crossroads, and sliding sections, always reduce speed; these are tricky to get used to!

Be very sparing with your EMIs — when these run out you have no more left for that car.

Watch your BRK and JET counters, as although they rejuvenate with time, these may run out on you just when you need them.

When possible, always shoot the Electrostatic Disintegrators and Fuel Caps, to destroy all other cars in the vicinty and to gain extra time respectively.

But above all, aim for the teleports, this means you're heading in the right direction.

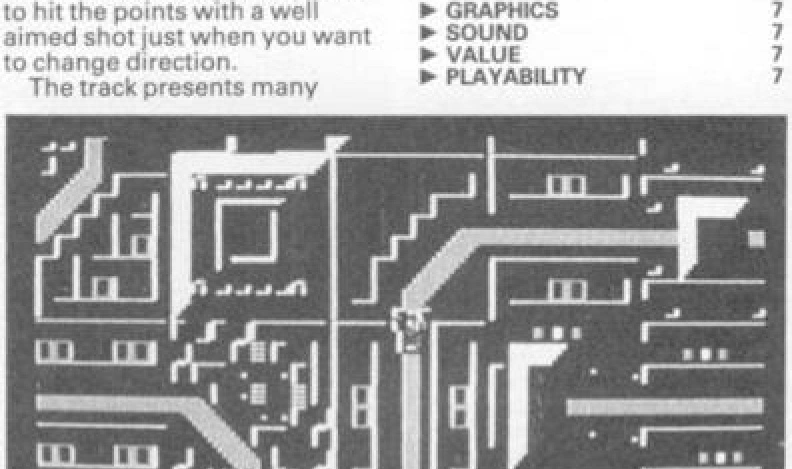
The key to *Traxxion* is working out the quickest route to the teleports and being able to hit the points with a well aimed shot just when you want to change direction.

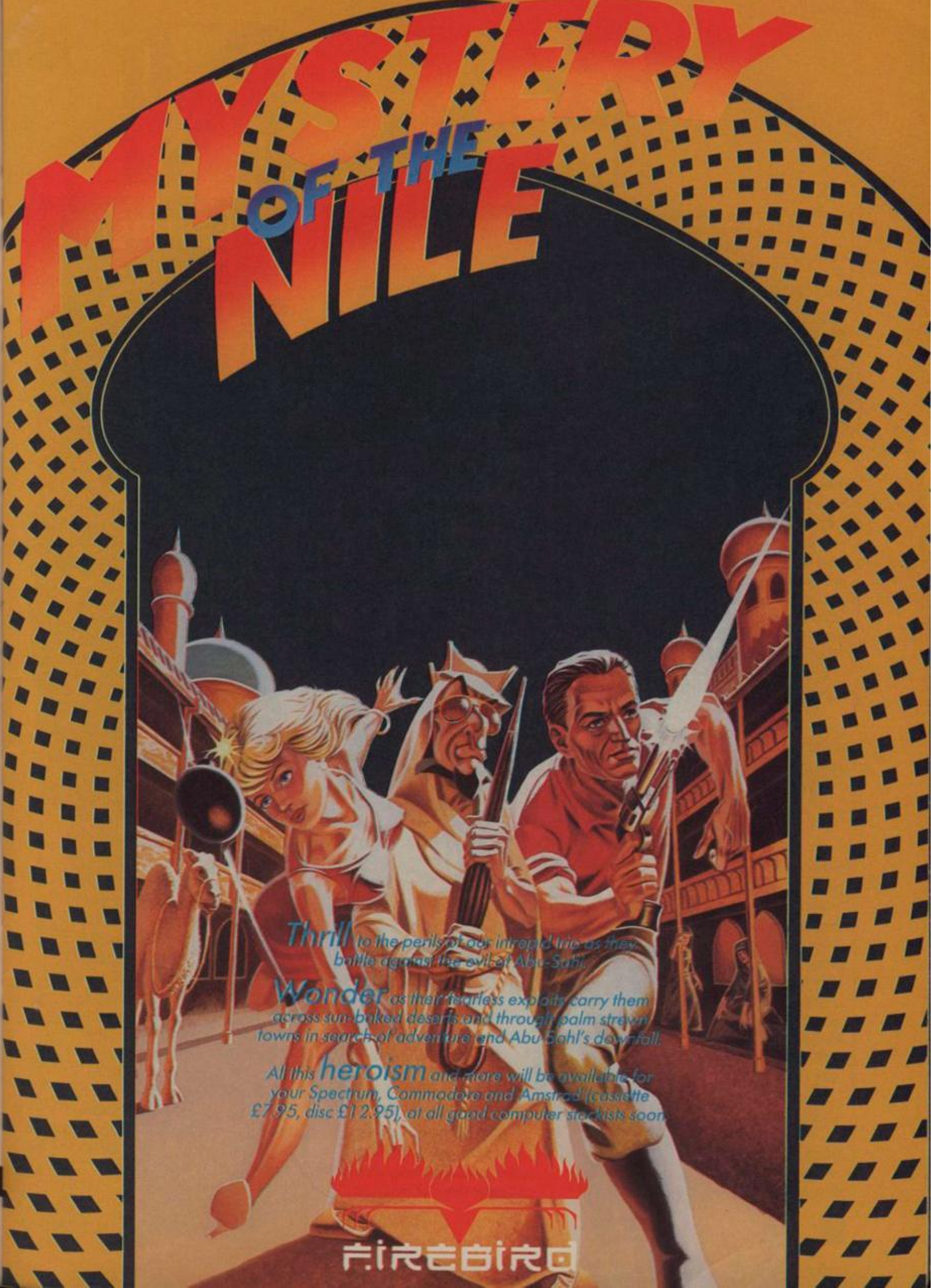
The track presents many other hazards apart from the points — some sections move randomly leaving you nowhere to go if you've used up all your EMIs. Some routes lead to dead-ends — others get you stuck in seemingly endless loops.

Traxxion is a HUGE game and reasonably addictive too — although after a while playing it you might just start thinking "What's the point?". But then life's like that, isn't it?!

All the same, it should keep you occupied for some time.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	7





Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.

Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.

All this **heroism** and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.

FANT

Welcome to a new column that will tell you what's hot in the wonderful world of comics. Phillip Morton begins with something that — if there's any justice at all — will be extremely hot.

SAGA OF THE SWAMP THING . . . Once upon a time there was a scientist named Alex Holland. An experiment of his was sabotaged and in the resulting explosion the mixture of chemicals and swamp slime turned Holland (the man, not the country) into a walking, thinking muck-heap called, appropriately, the *Swamp Thing*.

Though he looked like a monster, his behaviour was civilised enough. But, this being the early '70s, a time when horror/mystery comics underwent something of a revival, he inevitably came into conflict with a number of weird (and not always wonderful) creatures. The 18-issue run of *Swamp Thing*'s original comic was distinguished mainly by the exquisite artwork of Berni Wrightson and Nestor Redondo.

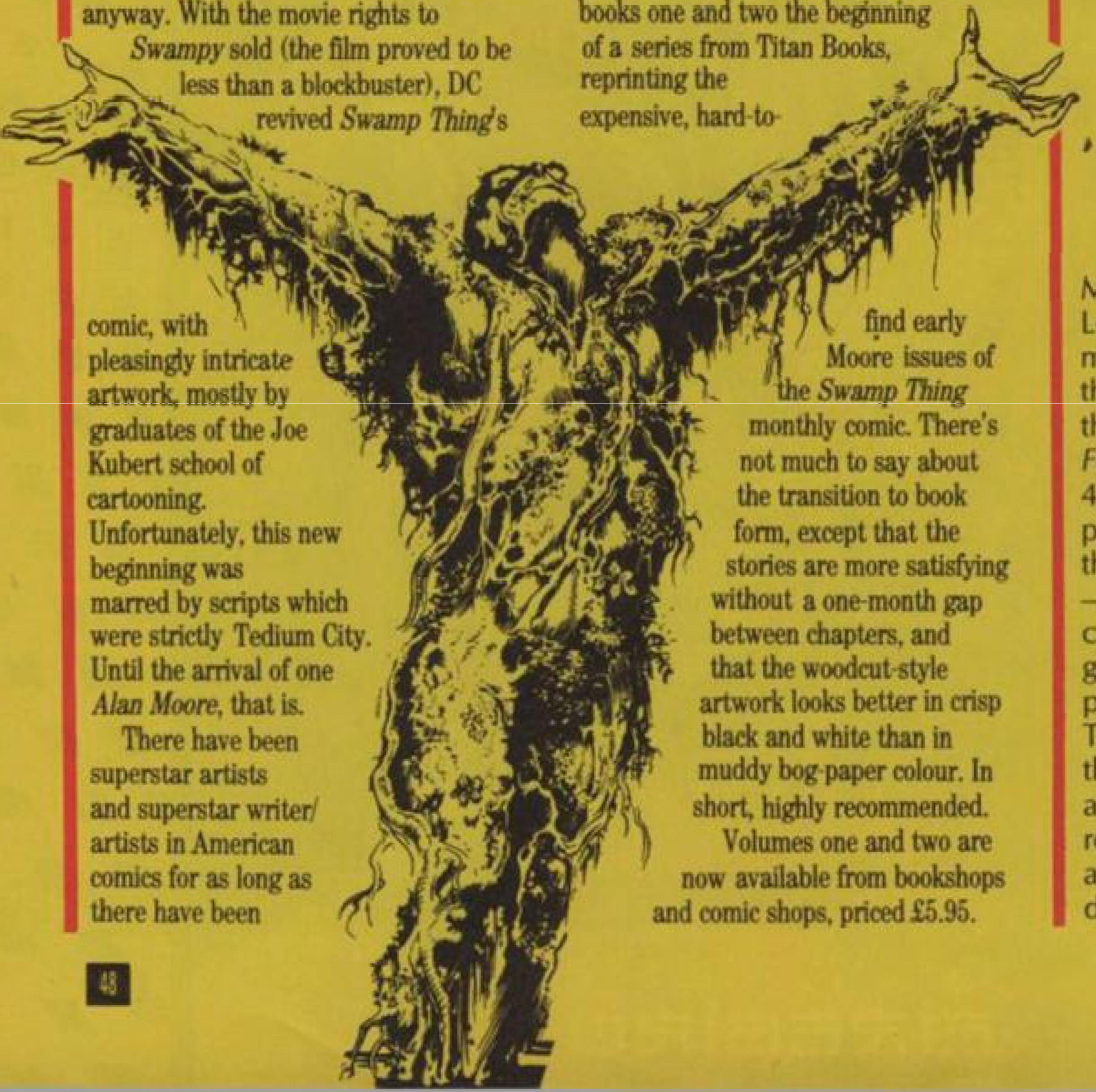
End of story — for ten years or so, anyway. With the movie rights to *Swampy* sold (the film proved to be less than a blockbuster), DC revived *Swamp Thing*'s comic, with pleasingly intricate artwork, mostly by graduates of the Joe Kubert school of cartooning. Unfortunately, this new beginning was marred by scripts which were strictly Tedium City. Until the arrival of one *Alan Moore*, that is.

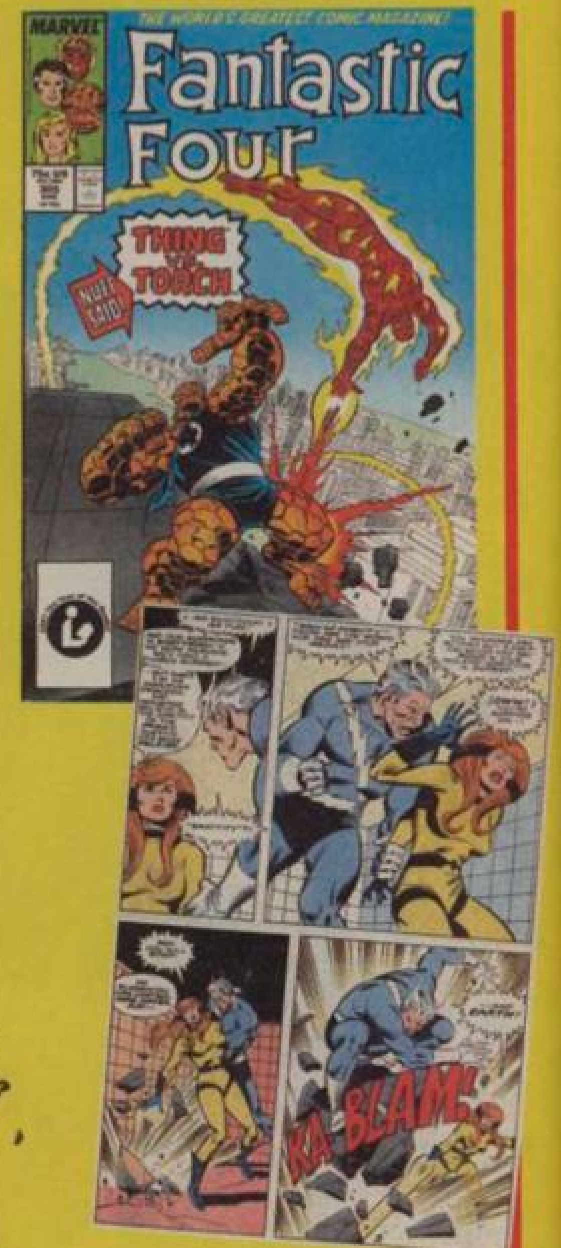
There have been superstar artists and superstar writer/artists in American comics for as long as there have been comic fans. But *Moore* is probably the first writer-superstar. And it's largely on his Swamp Thing scripts that his reputation has been built. He has a unique knack of spinning an intriguing, thoughtful tale without losing touch with those readers who are looking for action and horror. He probes more deeply into the nature of fear than almost any other writer, in comics or anywhere else.

Moore's first masterstroke on *Swamp Thing* was to — literally — take the character apart, revealing him to be more plant than human. Since then, for over 40 monthly issues, he has explored the sometimes horrifying ramifications of this, usually aided by the atmospheric artwork of Steve Bissette and John Totleben.

Which brings us to *Swamp Thing* books one and two the beginning of a series from Titan Books, reprinting the expensive, hard-to-find early Moore issues of the *Swamp Thing* monthly comic. There's not much to say about the transition to book form, except that the stories are more satisfying without a one-month gap between chapters, and that the woodcut-style artwork looks better in crisp black and white than in muddy bog-paper colour. In short, highly recommended.

Volumes one and two are now available from bookshops and comic shops, priced £5.95.




MARVEL
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Fantastic Four
THING VS. TORCH
NUFF SAID!
KA-BLAM!

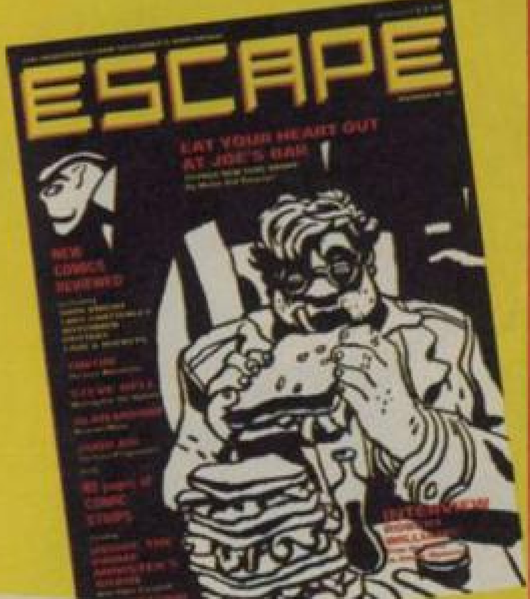
MARVEL MAGIC REVISITED
Looking for a taste of what made Marvel Comics great in the mid-60s? Look no further than current issues of *Fantastic Four*, on distribution here at 40p. Steve Englehart's scripts perfectly capture the flavour of the comic's Lee/Kirby heyday — which means the stories concern relationships within the group as much as Dr Doom's plans for world domination. This is a different *Fantastic Four*, though — gone (temporarily) are Mr and Mrs Fantastic, replaced by . . . well, buy it and see. You won't be disappointed.

TASY

There's so much to choose from nowadays: British weeklies, American monthlies, Continental albums — and various hybrids that cut across such categories. One that's right at the cutting edge is *Escape*, a beautifully designed and always interesting mixture of new avant-garde strips and worldwide comics news. It comes out every two months and costs £1.95 (cheap!) from comic shops.

If you're looking for more frequent news updates . . . well, there's always this column! But for an even wider range of interesting stuff about US and UK comics, try *Speakeasy*.

It's £6.00 for 12 issues, from Acme Press Ltd, 5-9 Beadon Road, London W6 0AE.



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BYRNE'S THE STARBRAND
2000 AD'S ZENITH

11pm. "It's a party!" Charlie yanks us out to Hackney in the Cortina for a look at the zoo. Hidden in a warehouse near Clapton Pond we found the most amazing menageire of computer-controlled creatures.

Really dark in here. Sudden groan of an engine, sharp hissing and beams spray from flashlights connected to rubber hoses, all twisting in rhythm with the enormous compressed air lung parked out back.

LOOK OUT! A suspended pair of banker's trousers activate, nearly kicking our heads!

Around the corner mannequin legs climb a steel staircase, just behind us a rubber-headed, three piece family motor in a customised mini Mini while another threesome, with vice-gripped claws, methodically clamber within a cage. Hmmmmm.

The constructions are very nearly life-like but all seem in some way dangerously distorted, comedic performance artists.

Mechanical maestro this evening, off to a dark corner, is the exceedingly tired-looking **Jim Whiting**.

Jim first made robots in the late 70s and has since supplied automata for **Herbie Hancock's** video *Rocket* and a bunch of television adverts.

He's always endeavoured to depict some human parody. One of his early works called *The Pyramid Men* showed City gents in suits and bowlers climbing the "social pyramid". Every time one neared the top, it fell off.

Men Flying adorned the top of the National Theatre at the South Bank Arts complex. This "sculpture" showed a series of blue men flying around on the ends of pendulums.

Another work comprised of a series of mobile men's suits that followed each other about like some loony City gents obsessed with chasing each other all day long.

The simplicity of Whiting's work is what makes them so appealing. Most are hilarious — they're cartoon caricatures which leave us in little doubt as to their human origins.

Other robots at his "unnatural bodies" plant in Hackney are learning more subtle skills.

With help from small video cameras, infra-red sensors and opto-electronic devics, these robots are learning to react to humans. One will smile at you if you smile; another will pull a face if you don't.

Jim sees his robots as great potential entertainers of the future. His latest work, exhibited during June at an art gallery in Hamburg, is a whole environment — a house, with several rooms and several robots.

Last year Whiting took his mechanical zoo to the *Limelight Club* in New York.

Of his experiences he said: "The public loved it but the management tried to rip me off. I ended up losing money on it." Next time, perhaps, he'll have a mechanical bodyguard ready to deal with unscrupulous managers.

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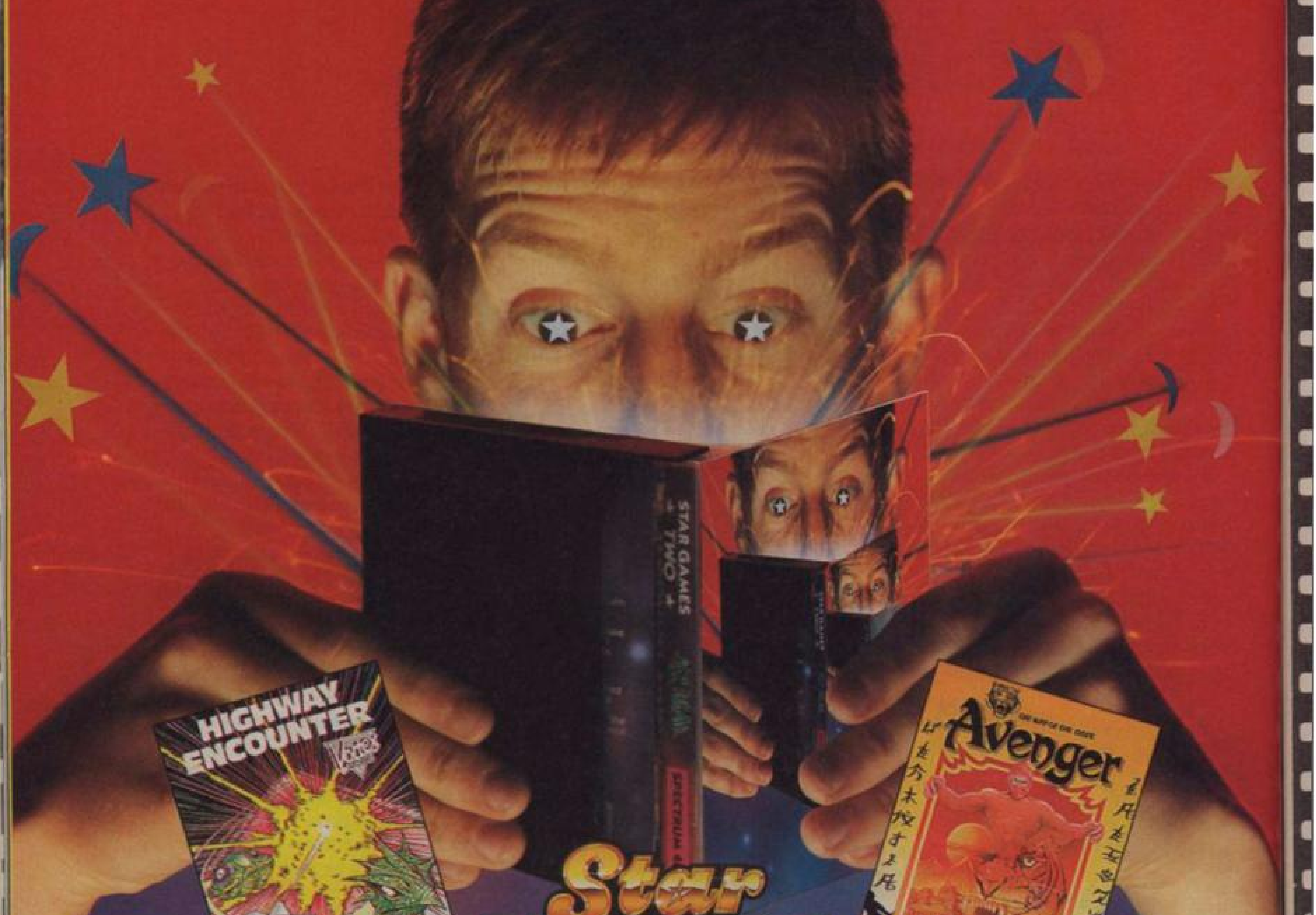
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The Big Screen

My name's Street . . . Ward R Street, and I'm licensed to spill the beans on the films that leave you shaken and stirred!

BOND is back, twenty five years and fifteen films older, now in his fourth incarnation as wrinkles overtake mortal actors. But the big question is whether the cracks are showing in **The Living Daylights** (PG).

A lot was made of old Moore's inability to act with anything other than his eyebrow, but he also used his tongue, which he kept firmly in his cheek. He was licensed to quip as well as kill.

▲ *LIVING DAYLIGHTS.*

Timothy Dalton's new look Bond is more serious about his double-0 responsbilities. The film's not without its humorous moments, such as a deadly milkman whose pintas would make your Rice Crispies go with a real bang, but Dalton treats the superhero spy as a real person. This is the Bond of *Goldfinger* rather than *Moonraker*.

With the new 007 comes new complexity, as double and treble crosses abound. There's the Russian defector, who reveals a plot by a rogue Russian general to kill Western spies, only he may not be a defector and the KGB agent who posed as a concert cellist to try to kill him may be a concert cellist after all . . . But where does that leave the American arms dealer? Carry on like this and we'll be in the realms of Le Carre, not Fleming.

There's no need to worry though. At one point the action stops so that 007 can explain it all to us, then it's back to the shooting and bombing and crashing a plane into a cliff. The only thing that's missing is the kitchen sink, presumably because Q was fitting it with a laser to nix anybody who skives off washing up!

And that's the movie's main failing. While it rolls along at a rattling pace to start with, switching from Gibralter to Vienna, for a chilling chase through the snow, then soaring off to Morocco, by the time Bond and the cellist, played by the incredibly beautiful Maryam d'Abo, encounter an Oxford educated Afghan rebel leader you may well feel that the movie has lost its way.

There are sequences which are classic 007, but a more ruthless approach when it came to cutting the script could have made for a more effective whole. Timothy Dalton is extremely athletic and it's not his fault the script is rather flabby. So welcome back, James . . . but keep an eye on those writers. We expect even better things of you next time.

However dire the situation, you can be sure that James Bond will survive. The same can't be said of Mel Gibson in **Lethal Weapon** (18), a police thriller that packs a punch like a .44 Magnum.

From the opening sequence, when a camera soars around Los Angeles, finally alighting on a girl in a penthouse flat, just in time to witness her take a dive and put one almighty dent in the roof of a parked car, you know you're in for a sleeek, suspenseful, stylish time.

Detective Roger Murtaugh (Danny Glover), celebrating his fiftieth birthday, would rather not share this scene, especially when he's saddled with Martin Riggs (Gibson) as his assistant. The Lethal Weapon of the title isn't a gun . . . it's this possibly psychotic, probably suicidal, Vietnam veteran who nobody wants to work with.

There's nothing in Riggs' behaviour to suggest that he'll even see his next birthday, and it looks like he's deterimined to take Murtaugh which him, but eventually an uneasy peace develops between the two men as they discover that the girl's death wasn't an accident but is linked to a mammoth drug dealing operation run with military precision by a gang of ruthless commandos.

At times extremely funny, at others brutally tough, **Lethal Weapon** piles on the pressure and keeps you so involved that you never really question its highly unlikely plot . . . and the last twenty minutes are so tense you'll hardly dare breathe.

Despite its fierce and fast action and references to Vietnam, *Lethal Weapon* is a fairy-tale compared with the true horrors of death in South East Asia. *Platoon* pricked America's conscience; now there's a film by a British director who experienced 'Nam while shooting a documentary.

Hill 937, another number on a military map, doesn't tell you much about the ten day battle to capture it, but the men who were chewed up like so much meat is commemorated in its nickname, **Hamburger Hill** (18).

The film follows the fortunes of Company B, 3/187th, who suffered 70% casualties in the assault, introducing them as a regular bunch of guys who dream about cars and women or worry about army regulations. There are racial tensions but basically they could be any place, any time.

But they're not just anywhere. They're in the heat of a country where death can come at any time, and ahead of them lies a heavily defended hill. To take it they will face constant bombardment, mud which makes climbing impossible, even being shot at by their own helicopters.

True to his documentary training, director John Irvin gets into the action, to record it in all its unbelievably gory horror as if it was happening for real. Heads are blown apart before your eyes and bits of bodies are pulled down from the trees.

But while **Hamburger Hill** celebrates the courage of these young soldiers, it chooses not to take a moral or political view of conflict in which America should never have been involved. It isn't enough to say that war is hell. We need to know how this waste of life happened, so that we can make sure it never happens again.

▲ *HAMBURGER HILL.*

From insanity off one kind to insanity of another, namely **Pee-Wee's Big Adventure**, a film so innocent that it carries a U

The Big Screen

▲ **HAMBURGER HILL.**

certificate. Its star, a Mr Pee-Wee Herman, has 'cult' written all over his highly made-up face. In the States he's already the biggest thing since the last big thing.

Pee-Wee lives in a house designed by an architect who was into late toy-town, and filled with such connoisseur's tat as a breakfast making machine and a hand painted dog. But his most treasured possession is his bike, an elaborate red and chrome fantasy, and when it's stolen he cannot rest until it's found.

▲ **PEE-WEE'S BIG ADVENTURE.**

Somehow this grown man, who acts like your worst nightmare bratty kid and dresses in a suit that's so tight it could explain his high-pitched nasal whine, is a star. The Americans adore him, reinforcing some things I've always feared about our trans-Atlantic cousins. But will Pee-Wee seduce the Brits?

Frankly I found little to laugh at in this undoubtedly wacky adventure, but it could be that Ward is just an old grouch. I know lots of people who love Mr Herman. All I can suggest is that if you find the likes of Jerry Lewis a laugh-riot, give him a try . . . But don't say I didn't warn you if you just cringe.

At least I prefer the totally surreal antics of Pee-Wee to the tired old routines of **Blind Date** (15). For a man who scored such a success with the *Pink Panther* series, Blake Edwards demonstrates a total lack of talen for comic timing.

▲ **BLIND DATE.**

Bruce Willis of *Moonlighting* is the unfortunate executive who's fixed up with Kim Basinger. Like some variation on the famous *Gremlins* warning, he's instructed not to let her drink. He does and, like some yuppie gremlin, she causes chaos wherever she goes.

Perhaps Edwards realised that he'd been landed with a dog when he accepted a date with this script, which looks middle-aged and tame when compared with *Something Wild*, which it vaguely resembles.

▲ **BLIND DATE.**

Even less subtle is *Mr Jolly Lives Next Door*, half of a double bill from the **Comic Strip** (15). The difference is that at one point I almost washed out my contact lenses with tears of laughter.

The scene in question is set in the Dorchester where Ade Edmonson tries to amuse Nicholas Parsons by trying to light his own — how shall I put it? — natural gas. It stars Edmonson and Rik Mayall as two chronic alcoholics who make *The Young Ones* look couth.

Its partner in crime is *Didn't You Kill My Brother*, Alexei Sayle's satirical look at what happens when a notorious gangster, one of the dreaded Moss Brothers, tries to go straight.

Jolly is childishly hilarious, *Brother* is more thoughtful, but the most interesting thing about the two is that the last a little over fifty minutes each. Whether audiences will rush to see two episodes from a forthcoming TV series I'm not sure. But I'd rather have two hours of concentrated humour that leave you yearning for more than some draggy Hollywood spectacular.

The Magic Toyshop (15) is another television film, but like *Company of Wolves*, which was also based on an Angela Carter story, it's been made for initial cinema release.

There's plenty of magic in this toyshop but it's not the sort of place you'd take a child. Angela Carter's speciality is finding all that's sinister in fairy tales, then spinning miraculous yarns full of cruelty and dark psychology with it.

This one concerns Melanie, who destroys her mother's wedding dress and causes the death of her parents. She's taken, along with her brother and sister, to live with their mysterious Uncle Philip, a tyrant who makes life-sized puppets which perform in plays before an audience consisting of his bullied family.

▲ **MAGIC TOYSHOP.**

The film is about Melanie's battle against the wicked uncle and it's a clever journey into the darker side of childhood, by turns chilling and funny.

▲ **MAGIC TOYSHOP.**

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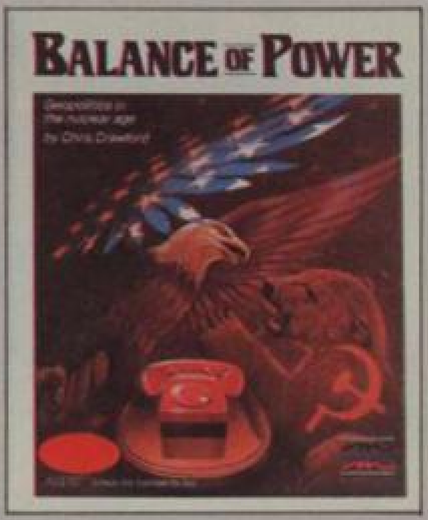
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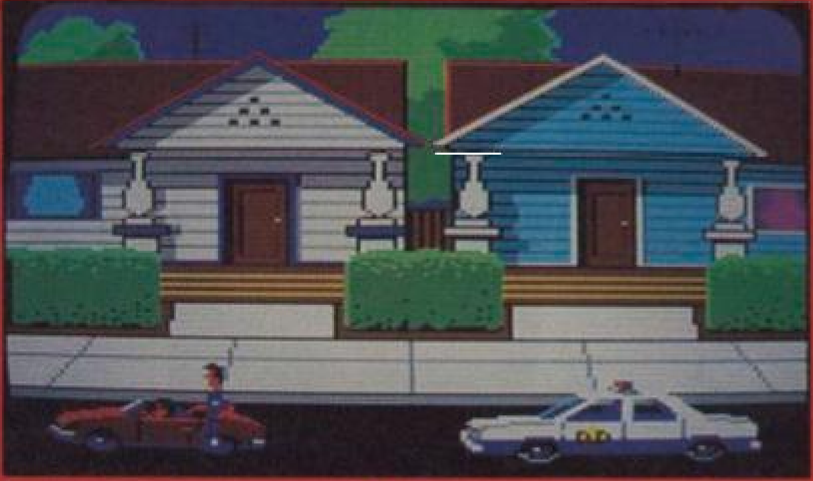
POLIC

How many adventure writers have actually encountered a fire-breathing dragon or a horribly beweaponed Orc? About none, we reckon. But the creator of *Police Quest*, Jim Walls, is a veteran of the California Highway Patrol, so he's seen many of the events featured in his new adventure at first hand. Marshal M. Rosenthal gives you the briefing.



Is *Police Quest* just another programmer's idea of what a cop is like? No way! The story comes direct from the pen of Jim Walls, a 15-year veteran of the California Highway patrol.

"People think that a cop's life is like the shows they see on the TV," says Walls. "Either it's car chases and shoot-outs, or endless days of writing traffic tickets.

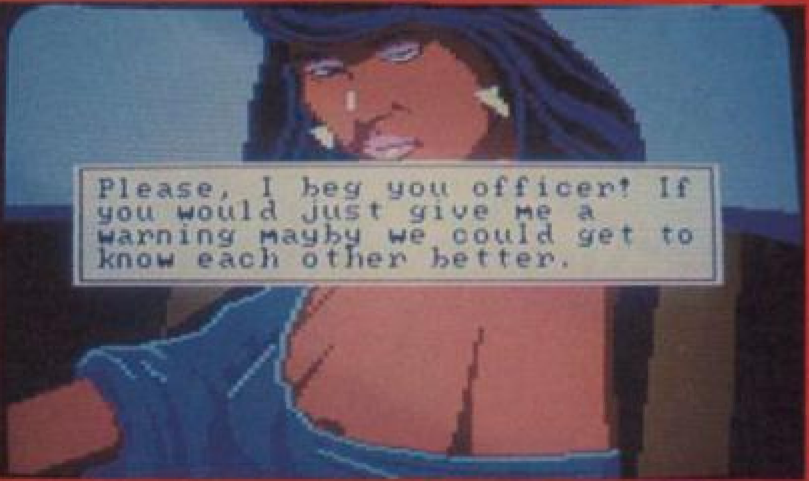
"The truth is somewhere in between.

"Often it's just simple routine — the stuff of everyday life. What makes being a cop so difficult is the uncertainty, the fact that things can change from one moment to the next.

"For instance, I saw this car run a red light. I hit the siren and motioned the car over. The guy refused to stop, sped up, and now I was in pursuit.

"After a few minutes of giving chase (first calling it in on the radio for a backup), he comes to a dead stop right in the middle of traffic. I slam on the brakes and skid to a stop some six feet behind him.

"Before I know what's happening, he's out of the car, aiming a .357 magnum at me and —POW! my windshield disintegrates. Glass is flying everywhere but, amazingly, I'm not hurt.



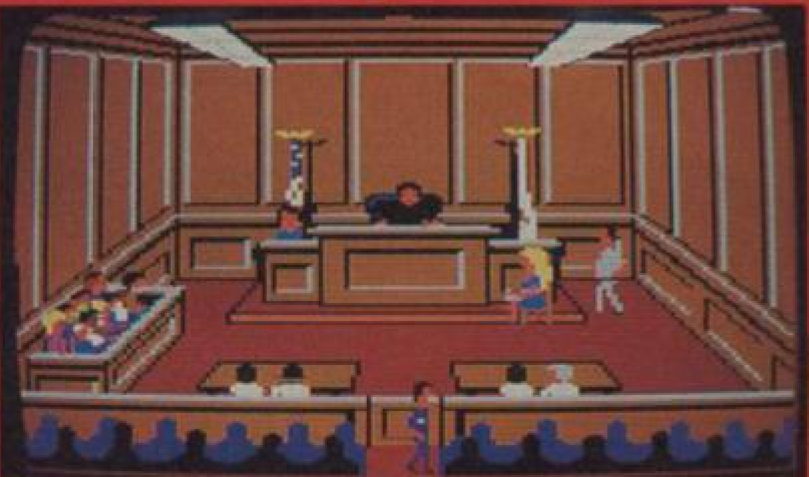
Please, I beg you officer! If you would just give me a warning mayby we could get to know each other better.

"Even more amazing is that the guy's car now starts to roll and it gets his attention. He forgets about me, runs after the car and jumps into it and drives off. I'm still sitting there, all is calm, and the whole event hasn't taken more than *30 SECONDS!*

"That kind of uncertainty changes you, it can't be described," notes Walls. "*Police Quest* is my first story, almost a compilation of my time on the force. It's realistic.

"Things happen to you, you develop emotional reactions to the work and the various charcters you meet on the street. This influences what you do and how you go about doing it.

"It's easy to talk afterwards about right and wrong, but making decisions on the spot is part and parcel of the job. Consider the routine. You have to take care of so many things, from checking your equipment and patrol car, to dealing with ordinary citizens and their everyday tensions and problems.



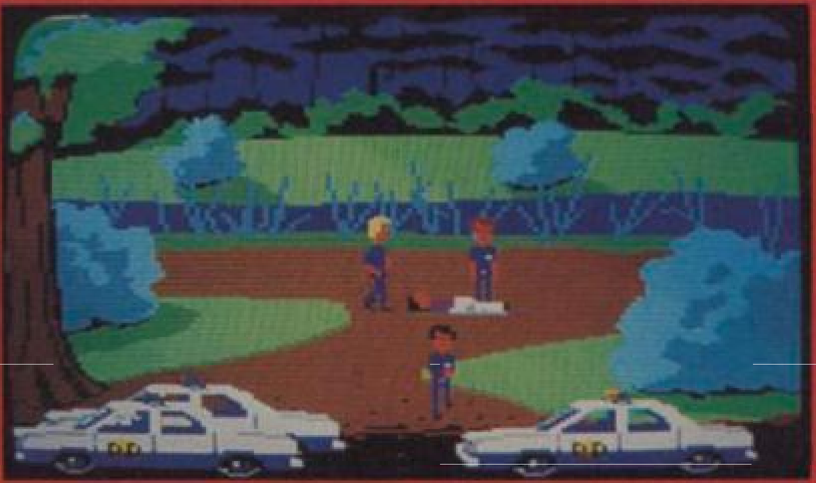
"It's no bed of roses, believe me, because it's the real world. People can get shot and die. A world that can be all sweetness and light, and then turn vicious and cruel.

"You're police officer Sonny Bonds, serving the small but affluent

CE QUEST

town of Lytton, California. A slower pace than a big city, but not a bad life. Hardly any real trouble to speak of. Peaceful.

"But now a drug dealer, nicknamed the Death Angel, is moving in and spreading his filthy wares. Crime is going up — things are starting to explode. There's a lot of bad stuff going down."



Interactive adventures require you to participate, not lean back and be given the answers.

Police Quest continues Sierra On-line's tradition pioneered by the *King's Quest* series. That means animated characters you interact with — besides controlling one — sound effects, puzzles to solve, and keyboard / joystick control — the keyboard comes in handy when it's time to do something, or speak to someone.

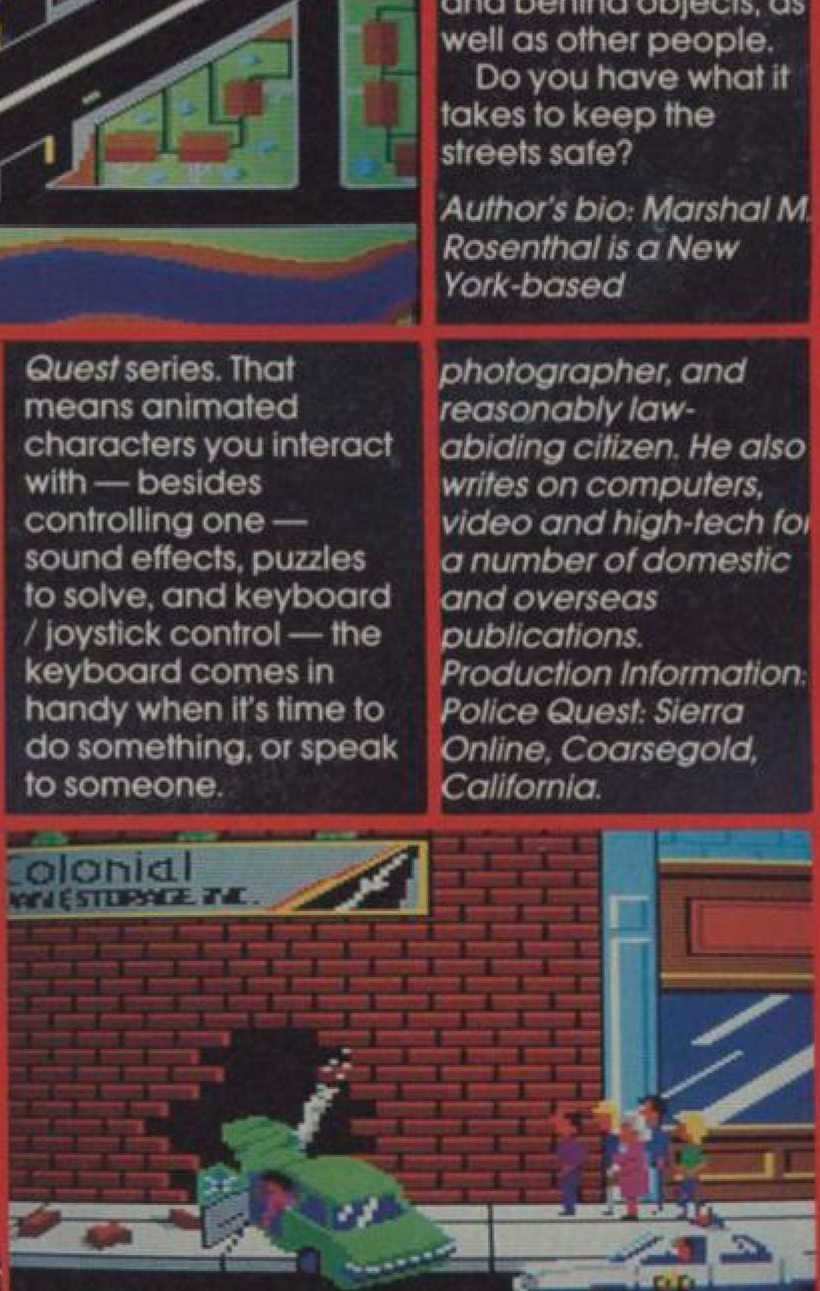
A 3-D priority effect allows characters to move both in front of and behind objects, as well as other people.

Do you have what it takes to keep the streets safe?

Author's bio: Marshal M. Rosenthal is a New York-based photographer, and reasonably law-abiding citizen. He also writes on computers, video and high-tech for a number of domestic and overseas publications.

Production Information: Police Quest: Sierra Online, Coarsegold, California.

POLICE
QUEST
IN PURS THE
DEAT
By Jim Walls
(C) 1987 Sierra On-Line, Inc.

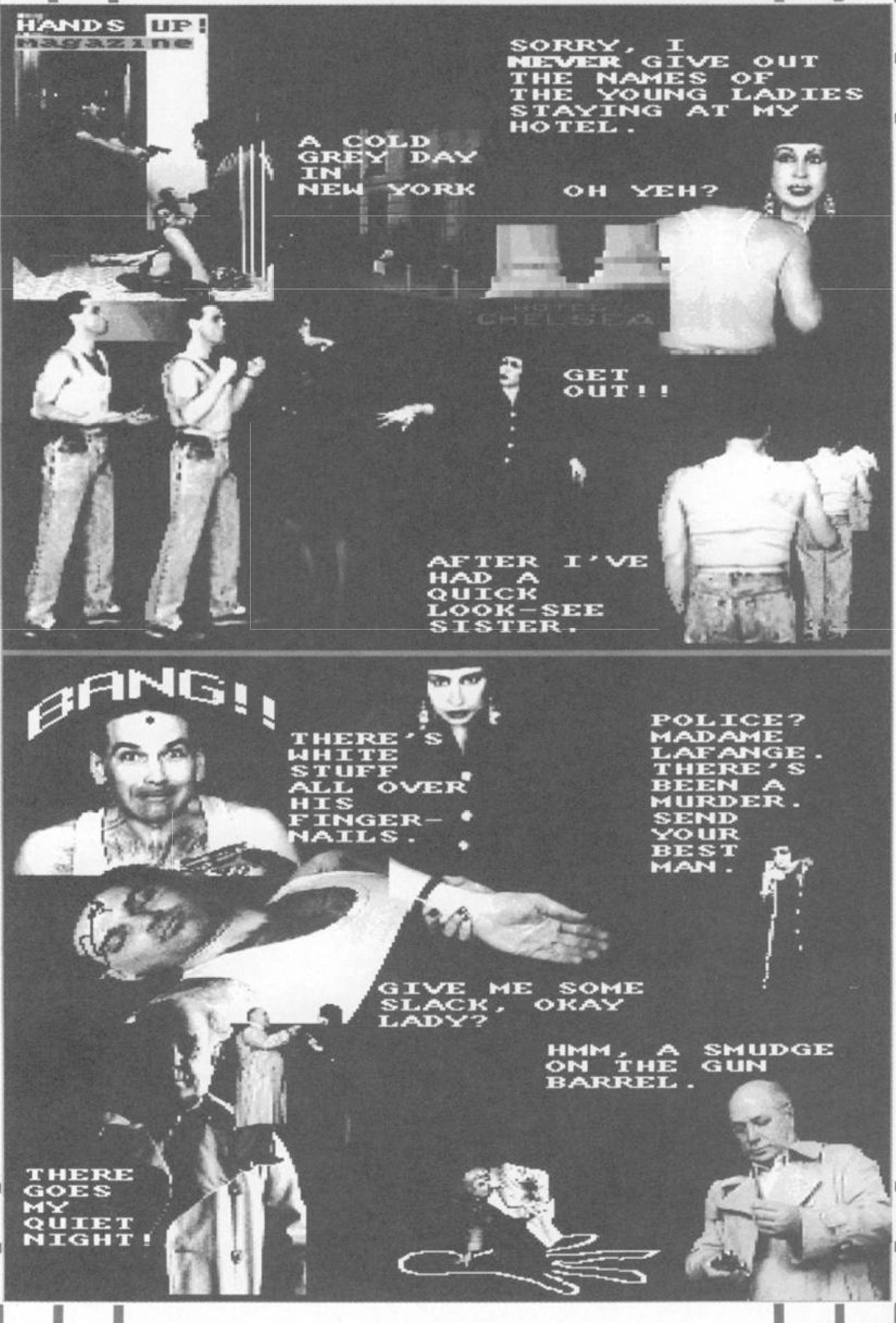


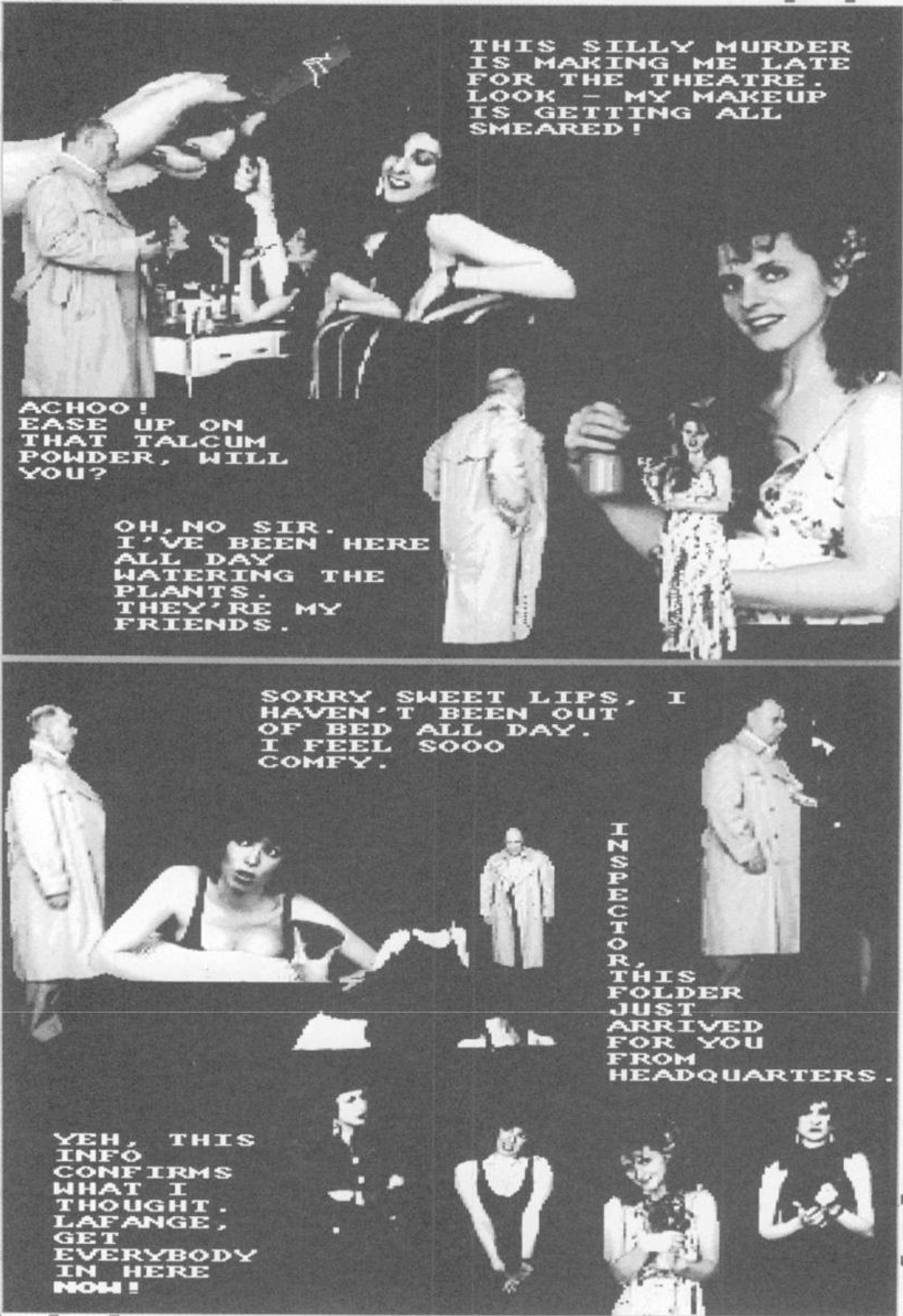
HOW OUR PICTURE STORY WAS MADE

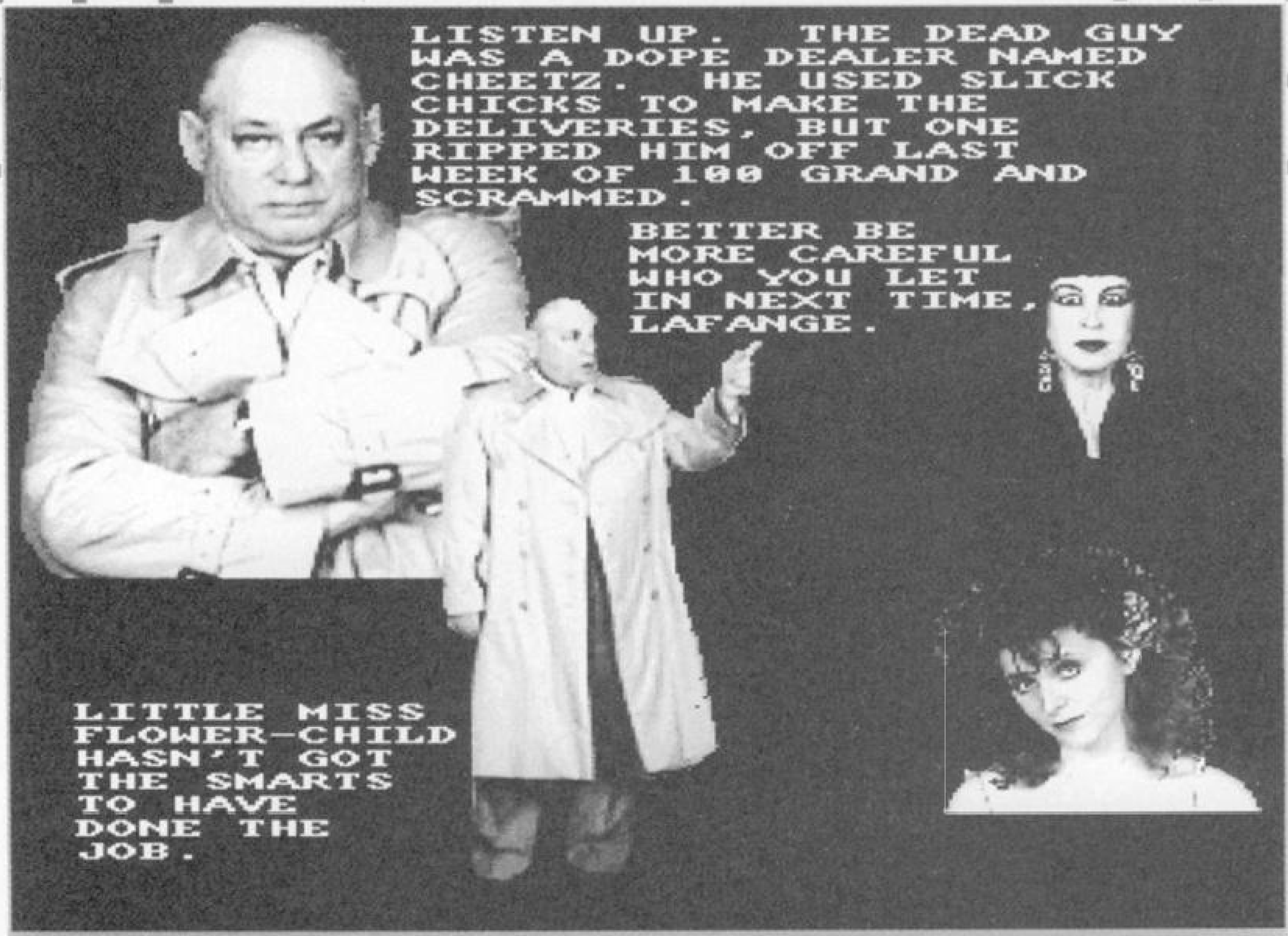
Too Many Dames owes its high-tech look to a number of interesting, technical procedures. A story board kept all of the action in sync, and the colour slides of the models are now digitised using **Digi-View** software. these image files are turned into **DeluxePaint 2** brushes, sized and positioned onscreen.

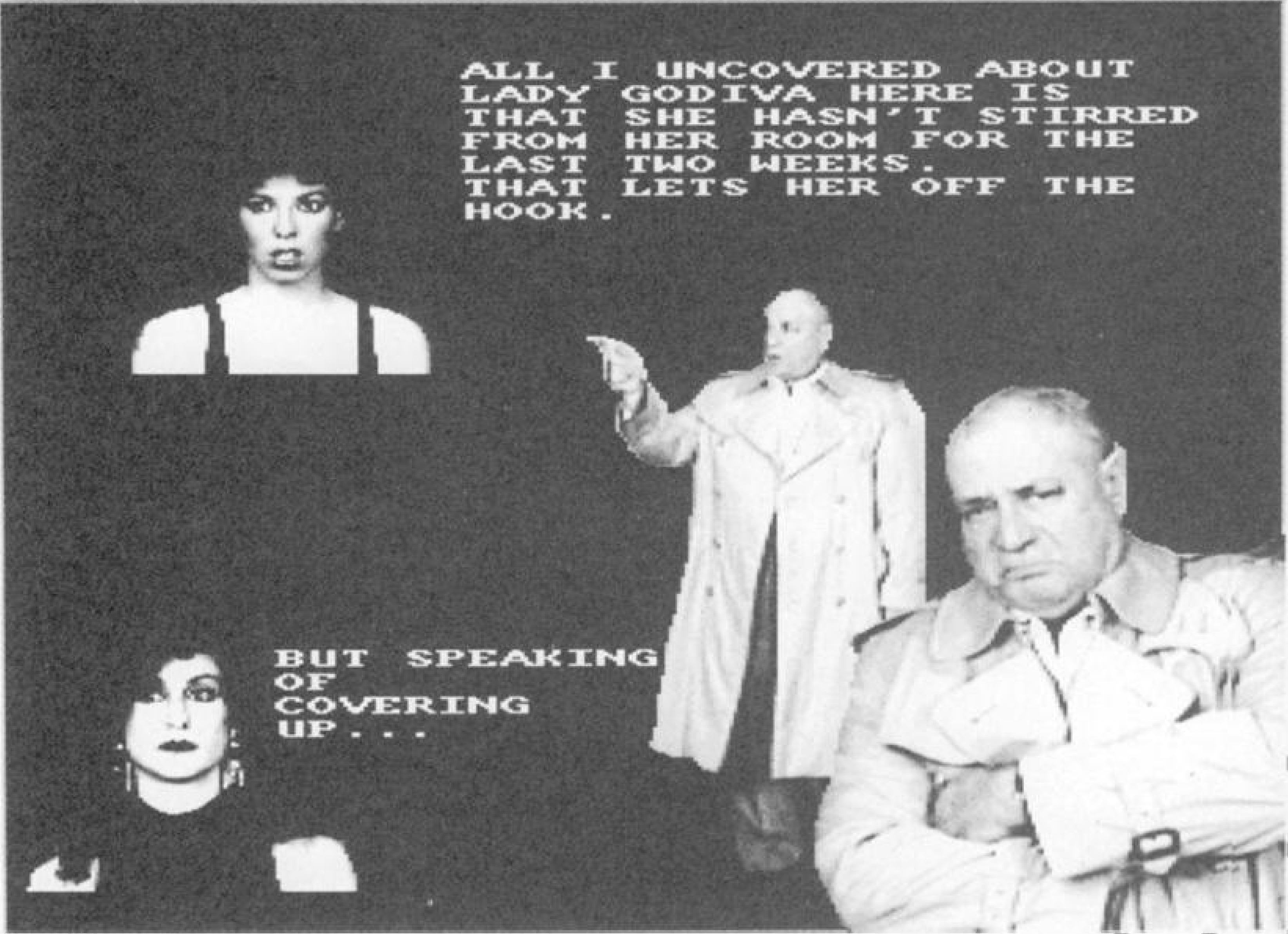
A big advantage with using the Amiga computer is that 32 shades of grey can be reproduced in the Interlace mode, allowing a very detailed and realistic black and white image.

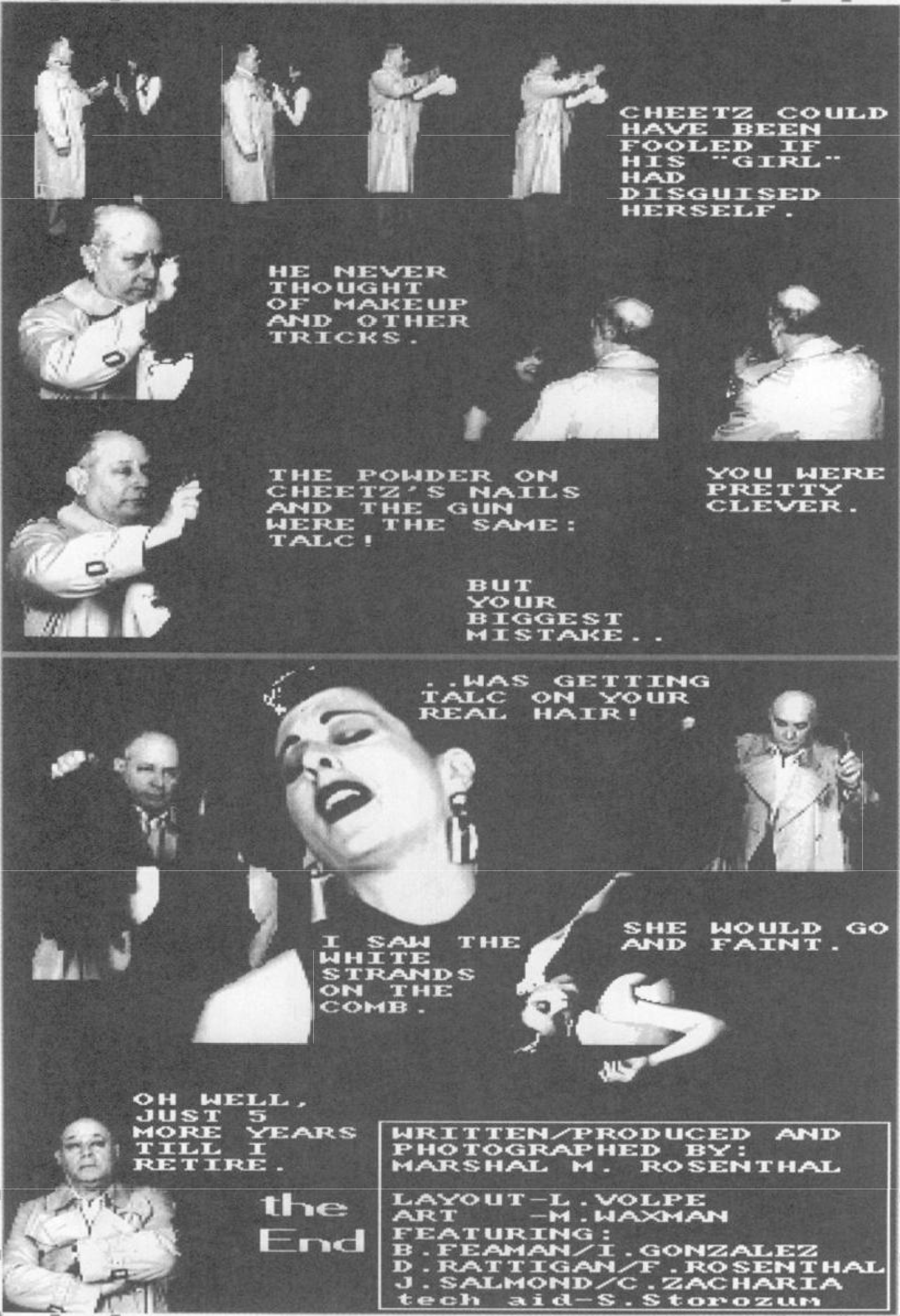
Now, how do we get the dialogue onscreen? Since the standard Amiga fonts are too big, this problem is quickly solved by using **The Calligrapher,** a programme that creates and edits fonts as small as 1x1 pixel! The finished eight screens are bundled into four pages (two screens per page stacked vertically), and sent to the **ImageSet Corporation.**


HANDS UP!
magazine
SORRY, I NEVER GIVE OUT THE NAMES OF THE YOUNG LADIES STAYING AT MY HOTEL.
A COLD GREY DAY IN NEW YORK
OH YEH?
HOTEL CHELSEA
GET OUT!!
AFTER I'VE HAD A QUICK LOOK-SEE SISTER.
BANG!!
THERE'S WHITE STUFF ALL OVER HIS FINGER-NAILS.
POLICE? MADAME LAFANGE. THERE'S BEEN A MURDER. SEND YOUR BEST MAN.
GIVE ME SOME SLACK, OKAY LADY?
HMM, A SMUDGE ON THE GUN BARREL.
THERE GOES MY QUIET NIGHT!


THIS SILLY MURDER IS MAKING ME LATE FOR THE THEATRE. LOOK - MY MAKEUP IS GETTING ALL SMEARED!
ACHOO! EASE UP ON THAT TALCUM POWDER, WILL YOU?
OH, NO SIR. I'VE BEEN HERE ALL DAY WATERING THE PLANTS. THEY'RE MY FRIENDS.
SORRY SWEET LIPS, I HAVEN'T BEEN OUT OF BED ALL DAY. I FEEL SOOO COMFY.
INSPECTOR, THIS FOLDER JUST ARRIVED FOR YOU FROM HEADQUARTERS.
YEH, THIS INFO CONFIRMS WHAT I THOUGHT. LAFANGE, GET EVERYBODY IN HERE NOW!


LISTEN UP. THE DEAD GUY WAS A DOPE DEALER NAMED CHEETZ. HE USED SLICK CHICKS TO MAKE THE DELIVERIES, BUT ONE RIPPED HIM OFF LAST WEEK OF 100 GRAND AND SCRAMMED.
BETTER BE MORE CAREFUL WHO YOU LET IN NEXT TIME, LAFANGE.
LITTLE MISS FLOWER-CHILD HASN'T GOT THE SMARTS TO HAVE DONE THE JOB.


ALL I UNCOVERED ABOUT LADY GODIVA HERE IS THAT SHE HASN'T STIRRED FROM HER ROOM FOR THE LAST TWO WEEKS. THAT LETS HER OFF THE HOOK.
BUT SPEAKING OF COVERING UP...


CHEETZ COULD HAVE BEEN FOOLED IF HIS "GIRL" HAD DISGUISED HERSELF.
HE NEVER THOUGHT OF MAKEUP AND OTHER TRICKS.
THE POWDER ON CHEETZ'S NAILS AND THE GUN WERE THE SAME: TALC!
YOU WERE PRETTY CLEVER.
BUT YOUR BIGGEST MISTAKE..
..WAS GETTING TALC ON YOUR REAL HAIR!
I SAW THE WHITE STRANDS ON THE COMB.
SHE WOULD GO AND FAINT.
OH WELL, JUST 5 MORE YEARS TILL I RETIRE.
the End

WRITTEN/PRODUCED AND
PHOTOGRAPHED BY:
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ART -M.WAXMAN
FEATURING:
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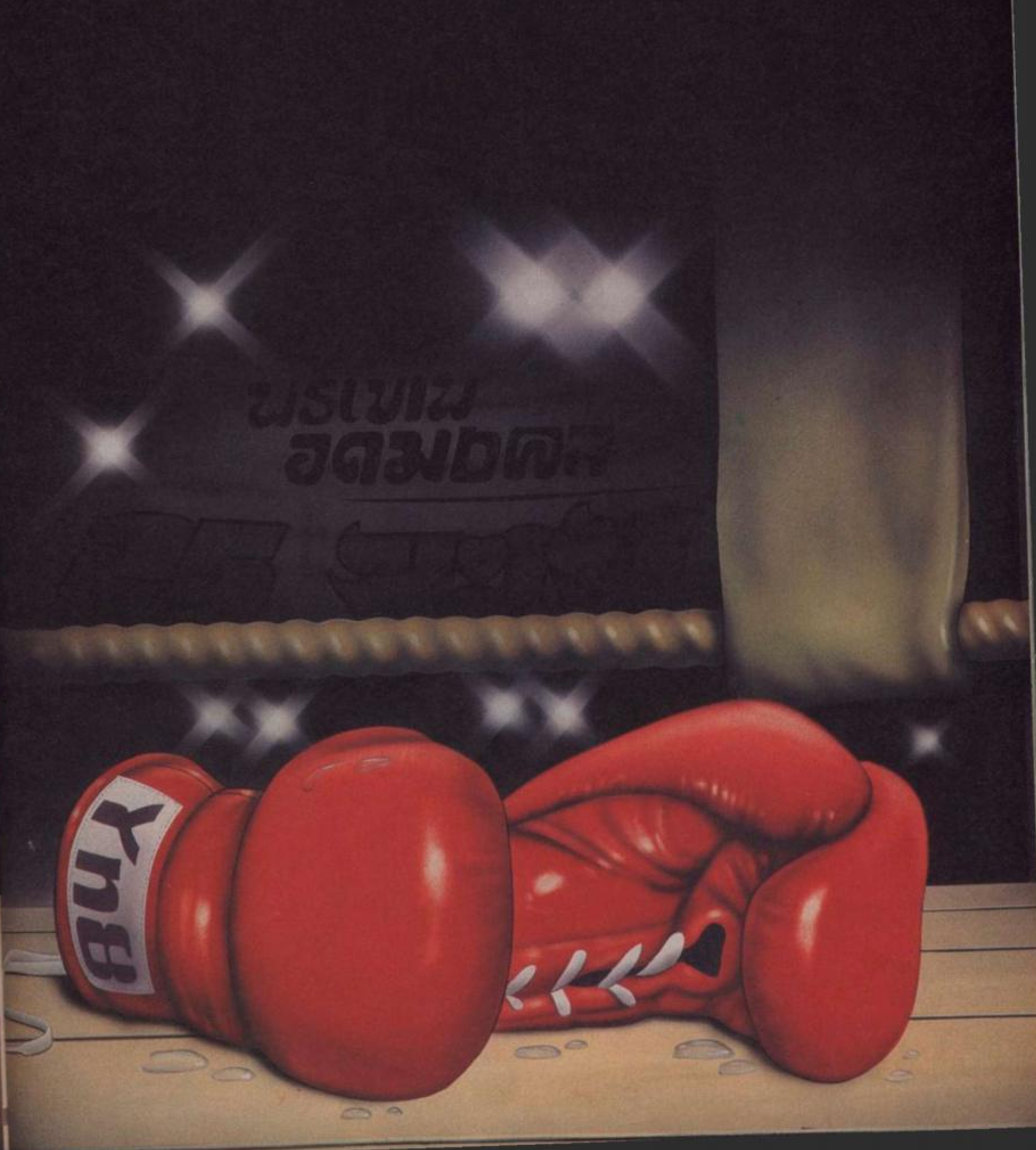

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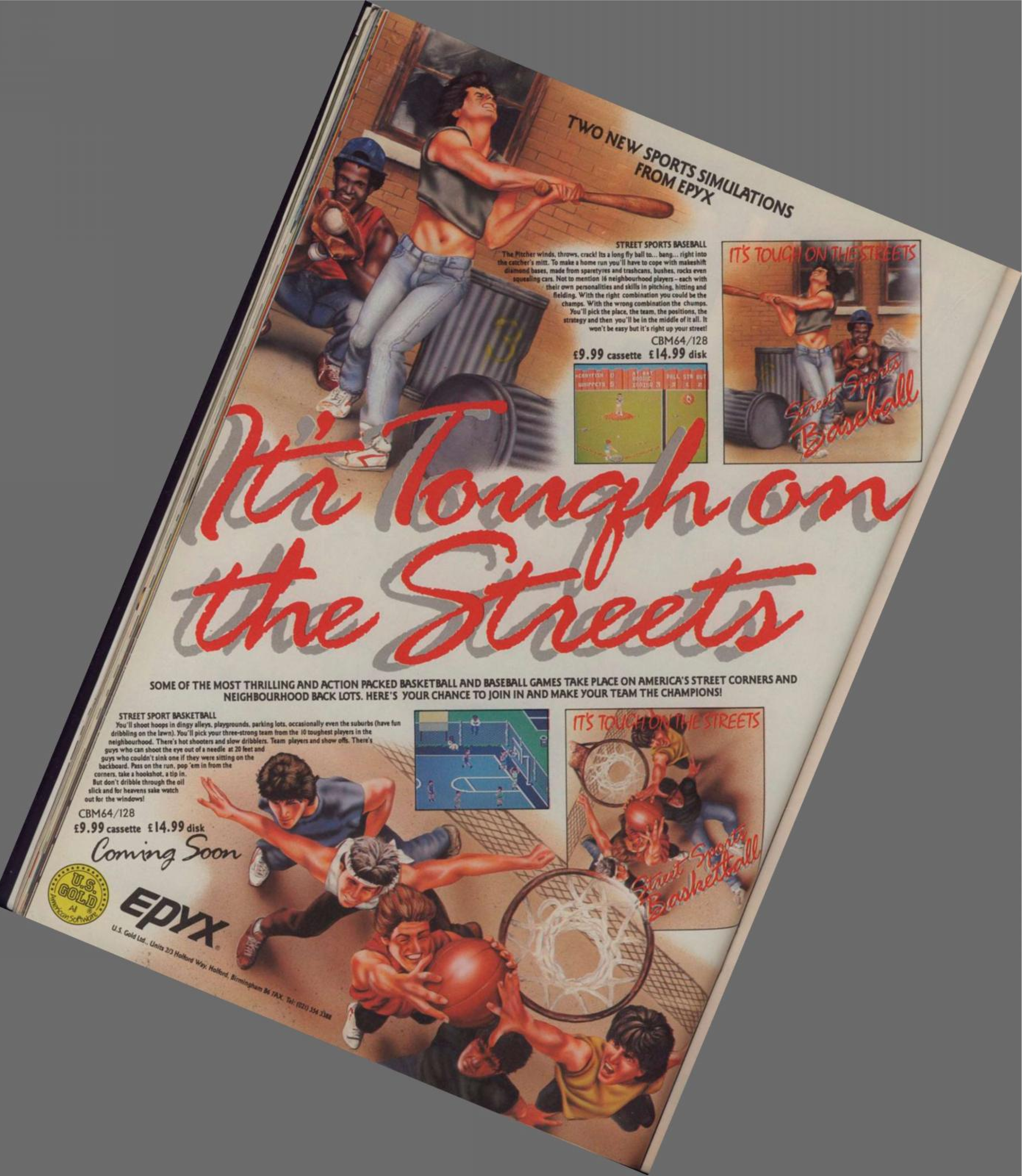

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I.D.E.A.S CENTRAL

Well, at last it's here! No, I don't mean the new games consols from Sega and Nintendo. Nor do I mean those Photon Laser Guns that the guys in the office keep having battles with. I mean summer. Hasn't it been great. Blue skies, brilliant sunshine, lunch in the park. No wonder it took me all week to get round to writing these pages this month. But, with big, bad St. John breathing down my neck, I had no choice.

So, here it is. Enjoy it.

THE LAST NINJA

The first person to write in with tips for System 3's *Last Ninja* is *Ian Walker* of Leicester. Follow his advice and you shouldn't have too many problems.

On the first screen, collect stars, smoke bombs, a sword, nunchuckas and an apple and a bag. Don't bother jumping the water, as you can walk round it. When you get to the dragon use a smoke bomb on him.

Screen two — collect the claw from the lion in the same screen, keep going until you come to a wall. Put all weapons away and use the claw to climb the wall. Use stars on the mountain part — it saves time. Collect the apple from the cave. When you come to a wall going down put weapons away, use the claw and walk backwards. Keep going right until you come to the water. On the stones, jump onto the third one. When you are on the stone jump right and up again. The Ninja magic is behind a rock, don't touch it till you have picked up the glove — this is very important.

When you have done this go back across the stones. Cross over the mud and keep going until you see a bunch of bamboo sticks. Walk into them and pick up the staff. When you come to the stone dragons, if you still have the Ninja magic, you will cross over into the third section, if not — you will fry!!

Section three — go up and then down. Collect stars, keep going till you come to the water. Line yourself up with the first stone and jump right and up and jump out of the screen. Jump right and right again, then forward. If you keep going you will come to a buddha wearing a pendant. Take the pendant and go back, now go up keep going that way and you will eventually come to the flower. Pick up the flower wearing the glove. Carry on until you come to a little lake. You will notice a bit sticking out on each side of the lake, walk to the bottom bit and jump, pushing upwards. When you come to the buddha give him the pendant.

Section four — walk forward and drop through the floor. The next bit is like a maze, so follow these instructions carefully — down right, up right, collect rope, down right, up right, up right, down left, up right, collect apple, up right, down left, down left, down right, down left, down right, down left, down right, down left, down left, put weapons away, use rope and climb ladder.

Section five — go up, keep following path until there is a split. Pick up the apple use the key and go through the door. Down right, down right, now walk up to the statue. Go round him — keep close, but, beware. Up right, take the flower to the big grey pot, down left, down right, up right.

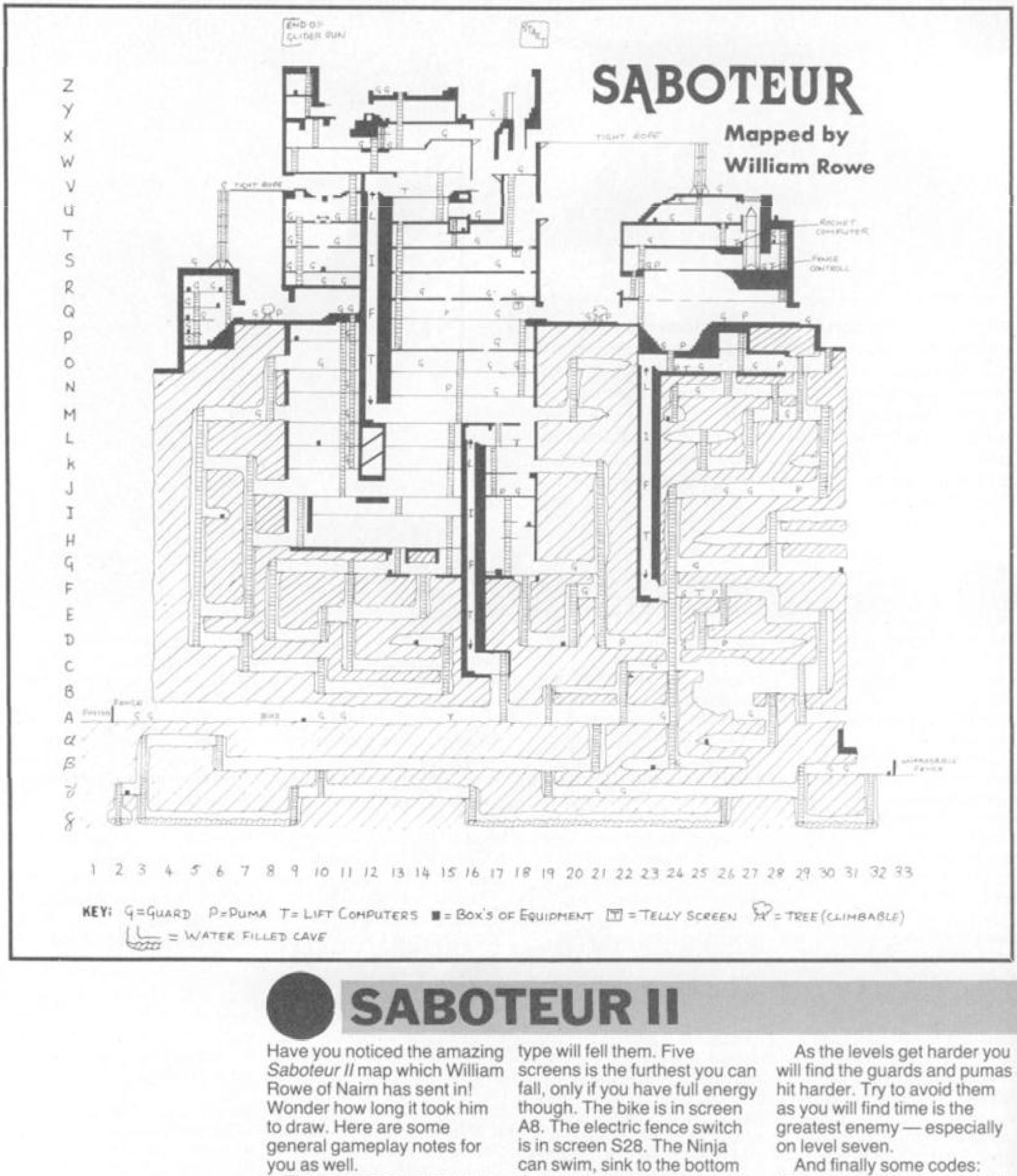
Section six — Now it get's hard! Up left, up right, collect bottle, down left, up left, up right, take rose to the white vase, up right, use the bottle on the lion. You use it like you used the stars. Up right. A good tip here is if you are low on energy and you see an apple, collect the apple, go off the screen and get beaten up (!!) come to the apple and collect again on section six. Here there is a sort of canon. If you touch it you fly out the screen. Also try walking up to the telescope. And this is as far as Ian has got — any one got the rest of the solution?

HINTS AND TIPS

From a bunch of guys who call themselves the K.I.D. hackers we have some hints and tips for *Auf Wiedersen Monty*.

Take the football from Spain to Juventus in Italy. To use the ski lift get the tools from Bonn. Take the bottle of wine from France to Dortmund. Take the steering from Sweden to Monaco. Take the cork to the man in Amsterdam. He will give you some flowers, take them to the lady on the Tower of Piza. Take the Mona Lisa to the mafia fence. To get extra lives collect all the rabbits, cherries and ice cream. Collect £3,000 and part of the island will appear and you will receive an extra man. Here is a list of your destinations from the airports.

Airport Spain — Paris, Paris — Antwerp, Belgium — Antwerp, Luxembourg — Amsterdam, Airport Spain — Bonn, W Germany — W Berlin, W Berlin — E Berlin, E Berlin — Airport Yugoslavia, Airport Yugoslavia — Rome, Italy, Rome — Olympus, Greece, Olympus — Bern, Switzerland, Bern — White Airport in Yugoslavia — be warned never use this airport as you will lose all your air tickets, Moldavia — Copenhagen, Denmark.


END OF GLIDER RUN
START
SABOTEUR
Mapped by
William Rowe
TIGHT ROPE
TIGHT ROPE
ROCKET COMPUTER
FENCE CONTROLL
BIKE
Z Y X W V U T S R Q P O N M L K J I H G F E D C B A α β γ δ
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33
KEY: G=GUARD P=PUMA T= LIFT COMPUTERS ■= BOX'S OF EQUIPMENT [T] = TELLY SCREEN = TREE (CLIMBABLE)
= WATER FILLED CAVE

SABOTEUR II

Have you noticed the amazing *Saboteur II* map which William Rowe of Nairn has sent in! Wonder how long it took him to draw. Here are some general gameplay notes for you as well.

The best place to leave the glider is as you enter the fourth screen. Keep running on the tight ropes. The best fighting position is to pull the joystick down and press fire in the direction off the enemy. This would seem to be the manoeuvre you can do quickest and most frequently. Some guards have a weak point, a single blow of one type will fell them. Five screens is the furthest you can fall, only if you have full energy though. The bike is in screen A8. The electric fence switch is in screen S28. The Ninja can swim, sink to the bottom then push up and the direction you want to travel in.

LOCATION OF COMPUTER CODES

The box's in the following rooms contain pieces of the computer tape Z9/T16/R5/U23/U28/L13
I6 contains two codes — I18/G31
D14/a25/B23/&2

As the levels get harder you will find the guards and pumas hit harder. Try to avoid them as you will find time is the greatest enemy — especially on level seven.

And finally some codes:
Mission one: No code needed
Mission two: Jonin
Mission three: Kime
Mission four: Kuji Kiri

A bug in Delta has been detected by Robert Larkin of Co. Dublin. Line yourself up to destroy the aliens. Destroy them all and very quickly destroy yourself. Remember to destroy yourself before the next wave comes.

GOBOTS

Ronnie Farrington of Merseyside has a quick cheat for the new game from Ariolasoft — *Gobots.* Load the game in, press fire on the score screen, the credit screen then appears, press F3 and a menu appears. You can now change the following using the right CRSR key.

Gravity	Yes/No
I and death	yes/No
Y Thrust	0 to 9
X Thrust	0 to 9
Speed	0 to 3
Autofire	Yes/No

After choosing what you want, press return to start the game.

ELECTRON

Here's someone who reads intros. Robert Anderson of Liverpool has sent these tips for the Electron.

Thrust — this game can seem immensely difficult, but can be mastered with a little perseverance. It is best to make simple maps of each level showing the positions of all the objects. Try and destroy the limpet pods first — they only need one shot. If there are pods near you, you can hear them when they fire. It takes anything up to 12 direct hits to destroy the reactor.

Death Star — here is a very small cheat which makes the game a little easier — while you are playing hit Caps, Q and 1 at the same time and the game will revert to the start of the level you are on. This is very useful for when you are collecting starbombs and enables you to buy time as the death star is formed.

Yie Ar Kung Fu — knock your opponent out at the same time as yourself for lots of bonus points.

Exploding Fist — don't use a roundhouse kick after the 2nd Dan, it doesn't do much good. A good move up until the 4th or 5th dan is the forward sweep which works very well. On the later levels somersault over your opponent and back again, when he turns around kick him — this usually works. Keyboard control is easiest once you get used to it.

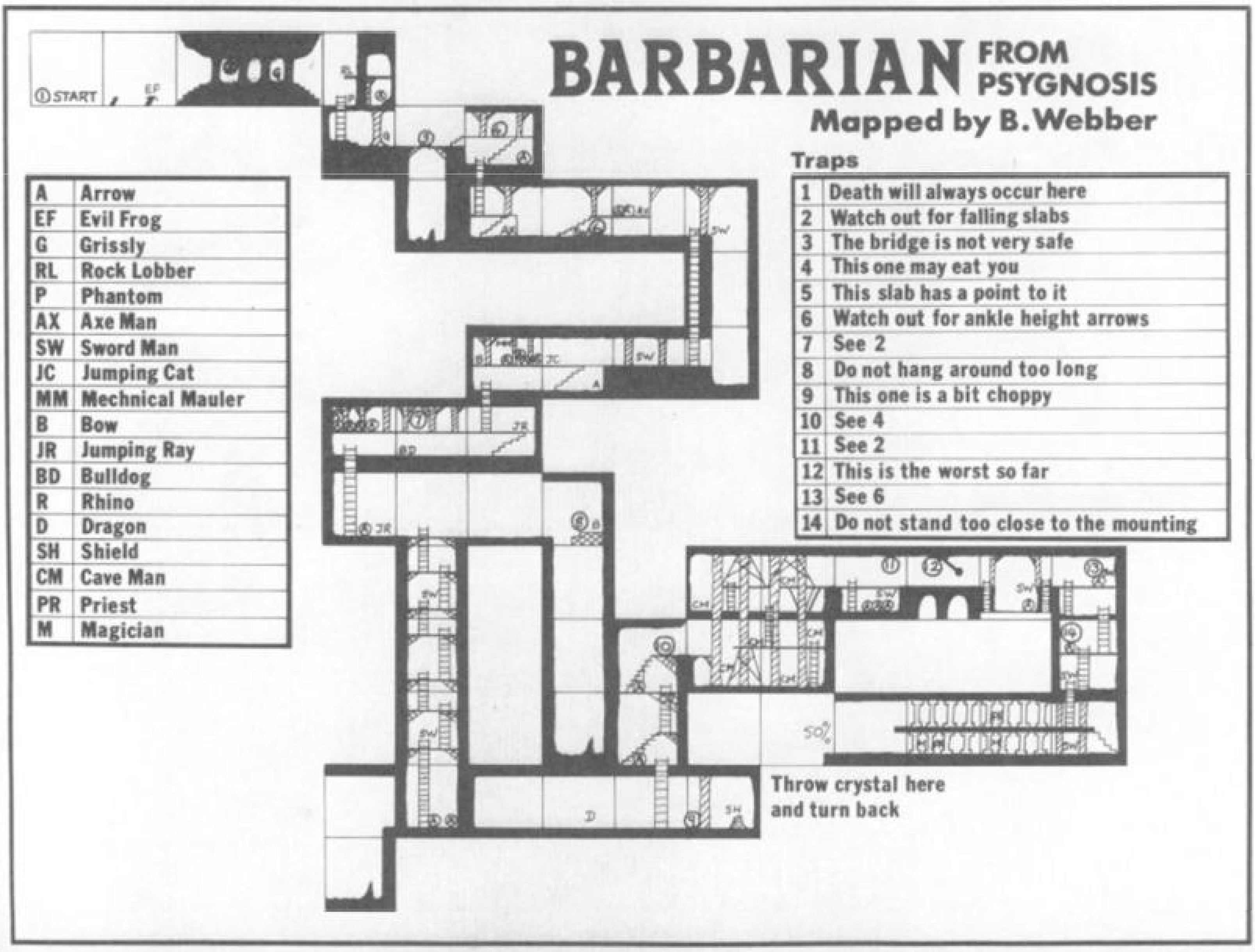
Robert would like some tips on *Karate Combat* as it is driving him crazy. When he hits the opponent his energy drains — what is he doing wrong?

So come on all you Martial Arts experts, tell Robert how to beat his opponent in Karate Combat — and remember it must be the Electron version. Write to him c/o Melissa Ravenflame, I.C.

BARBARIAN

Here it is guys. The first Atari ST map to be published in any magazine — well, what do you expect we are the best after all.

The map is for that well wicked game *Barbarian* by Pygnosis. *Brian Webber* is the man responsible for C+VG being first — again!!



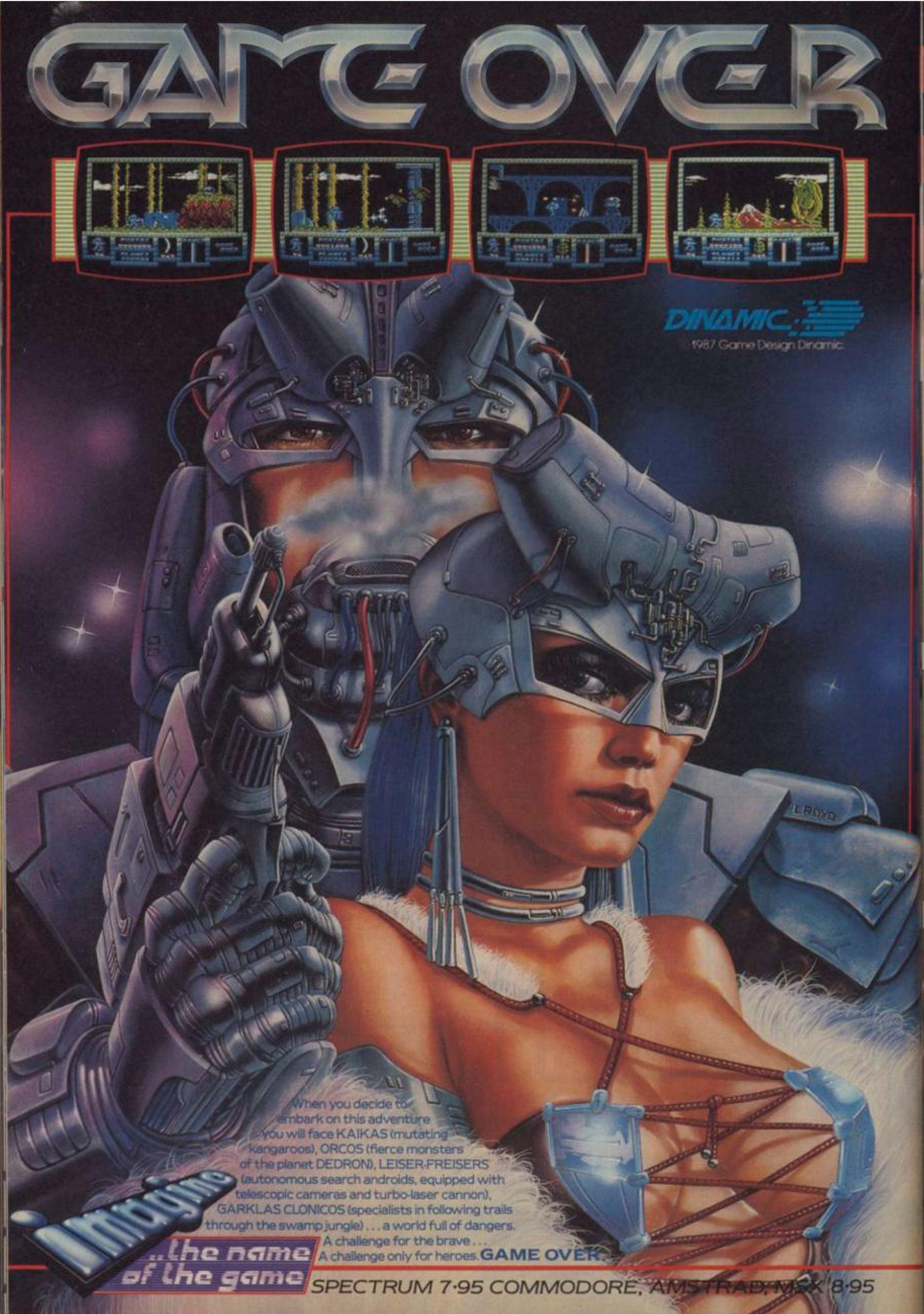
BARBARIAN FROM PSYGNOSIS

Mapped by B.Webber

A	Arrow
EF	Evil Frog
G	Grissly
RL	Rock Lobber
P	Phantom
AX	Axe Man
SW	Sword Man
JC	Jumping Cat
MM	Mechnical Mauler
B	Bow
JR	Jumping Ray
BD	Bulldog
R	Rhino
D	Dragon
SH	Shield
CM	Cave Man
PR	Priest
M	Magician

Traps

1	Death will always occur here
2	Watch out for falling slabs
3	The bridge is not very safe
4	This one may eat you
5	This slab has a point to it
6	Watch out for ankle height arrows
7	See 2
8	Do not hang around too long
9	This one is a bit choppy
10	See 4
11	See 2
12	This is the worst so far
13	See 6
14	Do not stand too close to the mounting


GAME OVER
DINAMIC
© 1987 Game Design Dinamic.
L ROYO
imagine
..the name of the game

When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) . . . a world full of dangers.
A challenge for the brave . . .
A challenge only for heroes. **GAME OVER.**

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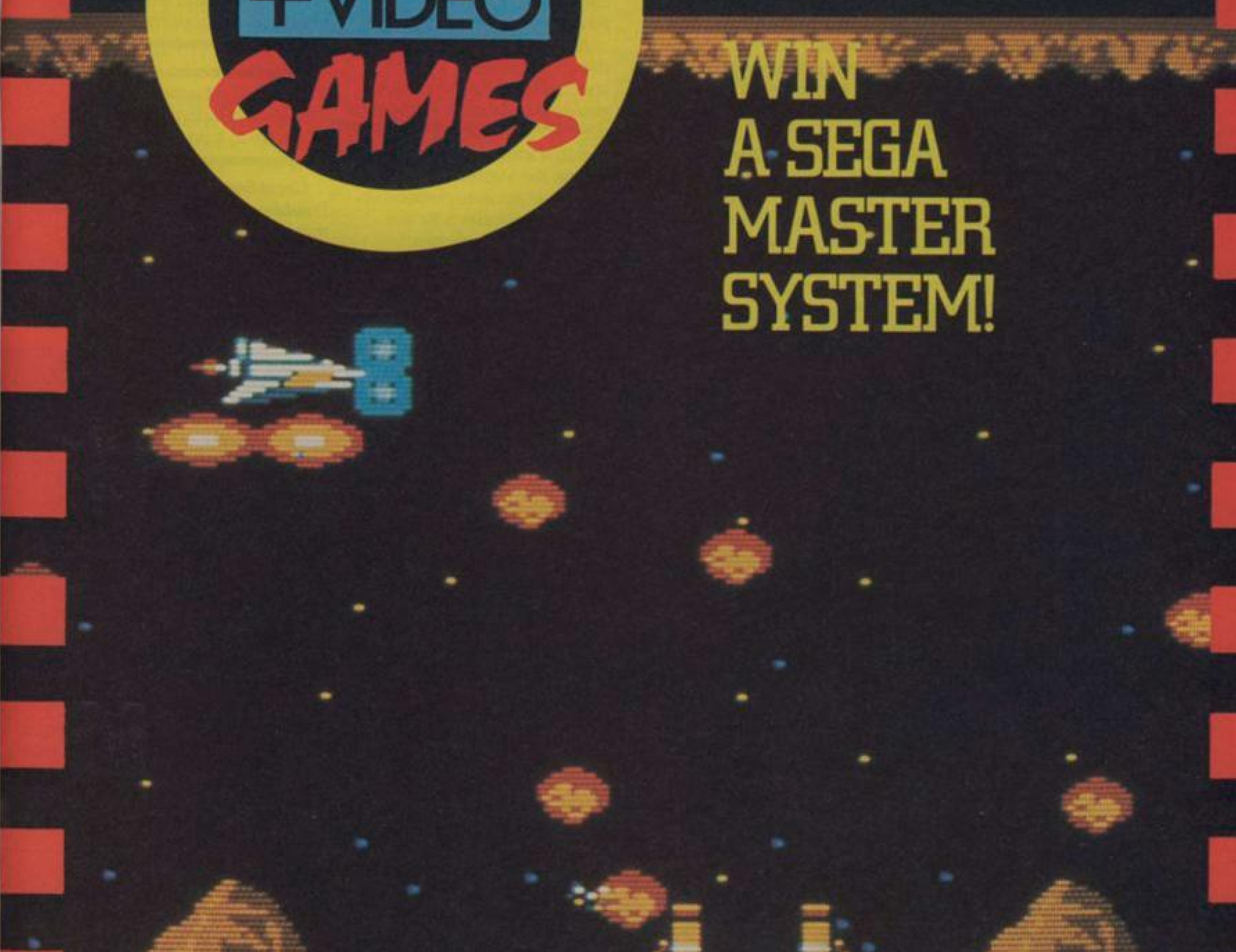


NINTENDO/SEGA/ATARI MACHINES REVIEWED

SUPER MARIO BROTHERS — THE COMPLETE PLAYERS GUIDE!

CLASSIC GAMES ON CARTRIDGE — PREVIEWED AND REVIEWED

Sega Master System

The **Sega Master System** is a worthwhile contender to the home video-game market. Sega supplies one fully integrated package, containing the master console, control pads, light phaser gun, plus all the cables and wires needed for easy set up and use. Two free games on one cartridge are also included — **Hang On** and **Safari Hunt.**

Hang On places you in a motorcycle race, while **Safari Hunt** lets you zap jungle animals with the light phaser.

Sega's console is reminiscent of a 1950s conception of a futuristic toaster. Cartridges are inserted into a slot on top, but there is also another slot which takes "credit-card" sized games of 256K memory. The carts contain a standard of one-megabyte of memory, and 1/2-meg games are created by making combo-carts. New Two-Meg carts are due shortly, which ought to really make the fur fly. A wide assortment of original games, plus arcade conversions, are being developed.

Set-up is quick and simple, with a choice of television or direct video/audio output. Care must be exercised in inserting/removing the carts, and remember to kill that power switch! The controllers are similar to Nintendo's, but the movement pad is of one piece. This can make for easier manipulation — especially on the diagonal. There is also the option of using the included mini-joystick that screws into the centre of pad.

Another nice touch is the pause button on the console. It may be a bit more trouble to get to, but it works on everything you play.

Accessories are also being explored, and the first to show is the sport pad. This is a serious two-button/trackball combination which takes the place of the regular controller. A special setting allows for continuous action when pressing one of the buttons, and there is also a switch so that it can be used with the regular games, but it really shines when used with the new carts designed to take advantage of its features.

Also due shortly is the three dimension system. These special liquid-crystal glasses enable the player to experience the thrill of depth in a video game. It attaches via the card slot on the Master Console, needs no separate power supply, and looks a bit like super-cool dark glasses.

The new games appearing soon are:

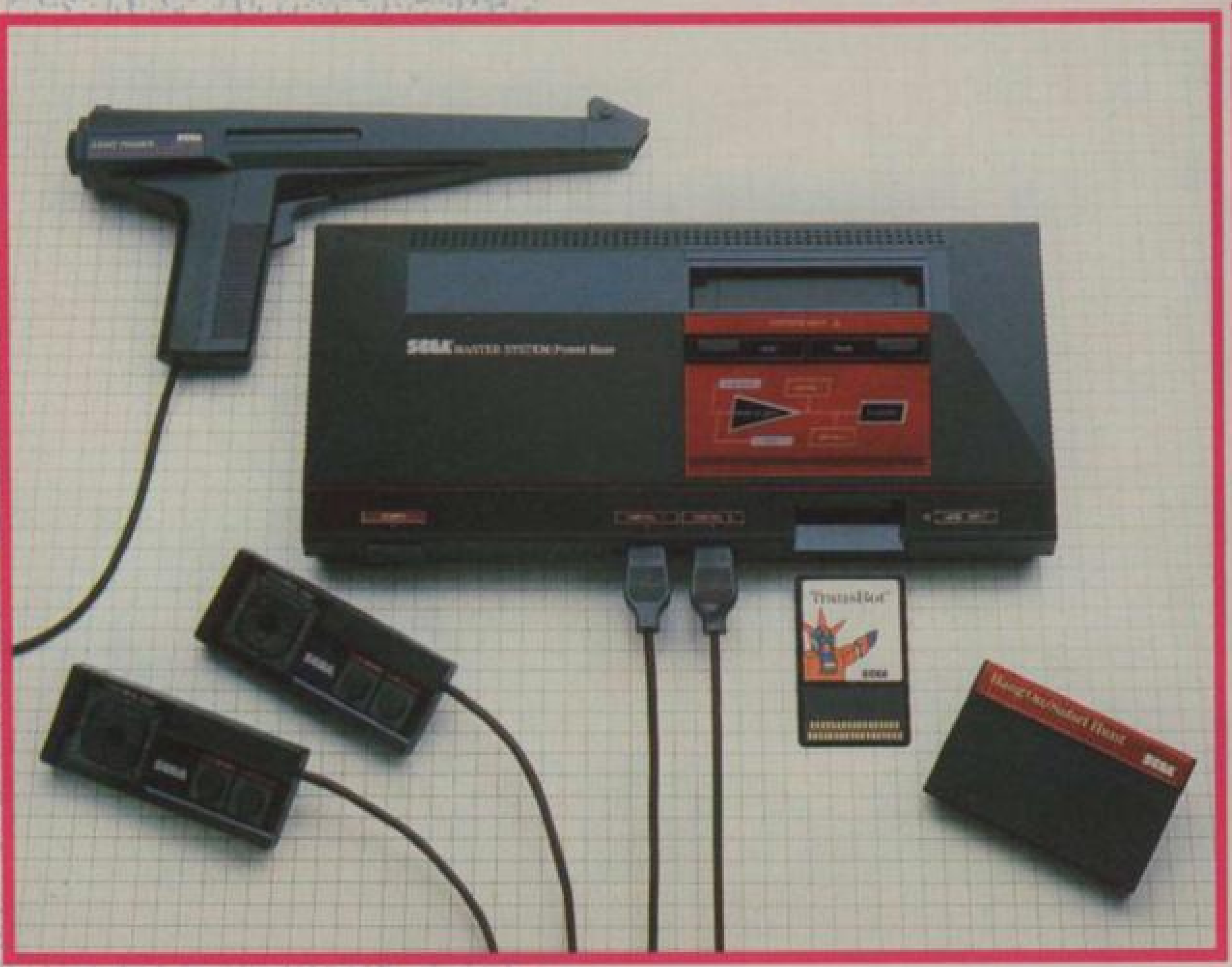
Astro Warrior (cartridge): Go head to head with super-powered spaceships. Shoot first, wipe them out before they turn you into sub-atomic particles. Then take on the insidious master ship.

Enduro Racer (cartridge): Compete against opponents, and the clock, as you race your motorcycle over varied terrain.

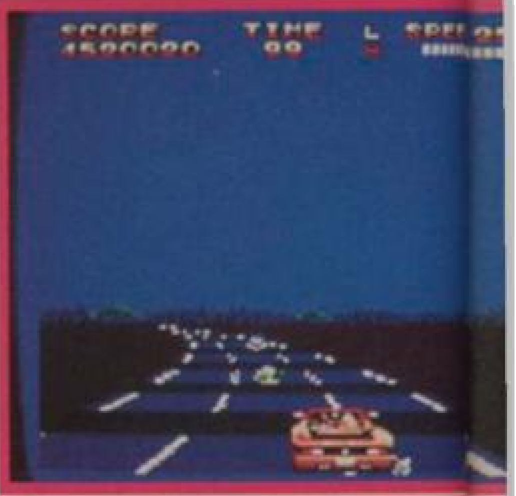
Gangster Town (cartridge): It's the 1920s, and you've the bad luck to be an F.B.I. agent. Better practice with your light phaser 'cause you're gonna need a good shooting eye.

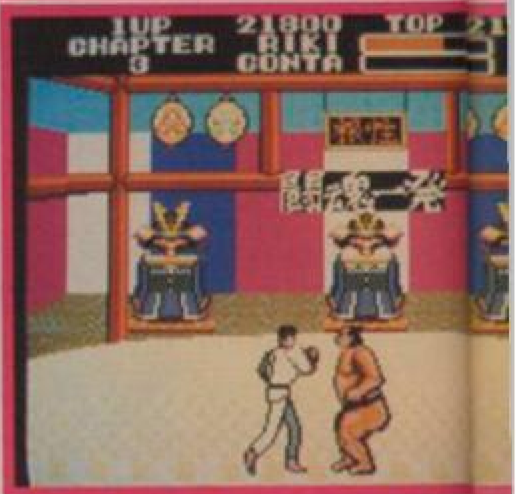
Ghostbusters (cartridge): Who are YOU gonna call? Those slime balls are here, and you have to stop them.

Great Soccer (cartridge): Dribble, pass, and head for that net — all aided by the sports pad controller. There are even penalty kicks.



▼ **OUTRUN**





▲ **BLACK BELT**

Alex Kidd in Miracle World (cartridge): Your name is Alex Kidd, and your job is to save the city from the puzzling danger that confronts it. Will your wits decipher the clues in time to do so?

Kung Fu Kid (cartridge): The monstrous MANDA is an evil master of the ancient art. Use your training and wits to end his reign of terror.

Monopoly (cartridge): The classic board game comes to the screen. Play against a friend or the computer.

The Ninja (cartridge): The arch-tyrant has his mitts on the Princess. Time for a dart up his nose. Of course, you'll have to take on his whole army first.

Out Run (cartridge): Test your driving skills as the wind whips up and over your convertible. Switch lanes, screech around curves. Some fun huh? Another Two-Mega cart.

Pro Wrestling (cartridge): Work two beefy boys, as you go for Champs of the Ring. When all else fails, pull your opponent out of the ring and hit him with a chair!

Rambo: First Blood Part II (cartridge): Guess what you get to do? Fight, shoot, kill. Use flame throwers, arrow bombs, and machine guns. When all else fails — use your savage strength. After all, the odds are only 1,000 to one.

Rocky (cartridge): Got big enough fists? You do now, so go ahead and use them to knock out all contenders to your title as Heavy-weight Champion of the World. Another Two-Mega cart.

Space Harrier (cartridge): Fight off those aliens as you weave and duck. Run or fly — but don't stop shooting until you've whipped them all. Another Two-Mega.

Wonder Boy (cartridge): The evil Great King has your girl. His world is full of snakes, bats, and other icky things. But you must meet the challenge.

Zillion (cartridge): You and two buddies are captured by Planet X. Switch control between the three as you smash the enemy's base. For the 3rd Dimension System.

Missile Defense 3-D: Use the light phaser to knock those nuclear missiles out of the sky. Watch out — one's coming right at you!

Zaxxon 3-D: Flying a super-duper spacecraft/fighter has never been more fun. Or a tougher challenge.

World Grand Prix (cartridge): The cartridge not only lets you pit your racing talent agaist the world's best drivers, it also lets you design your own racing tracks — make them easy or difficult as you like.

Black Belt (cartridge): You'll have to sharpen up your Karate Kicks if you're going to beat this game.

Transbot (card): A scrolling shoot-em-up that allows you to change your weapons during the game.

Marksman Shooting (cartridge): There are three different scenes to shoot at in this one. Choose between clay pigeon, moving cut-out villains and a chance to hunt big game in Safari Hunt.

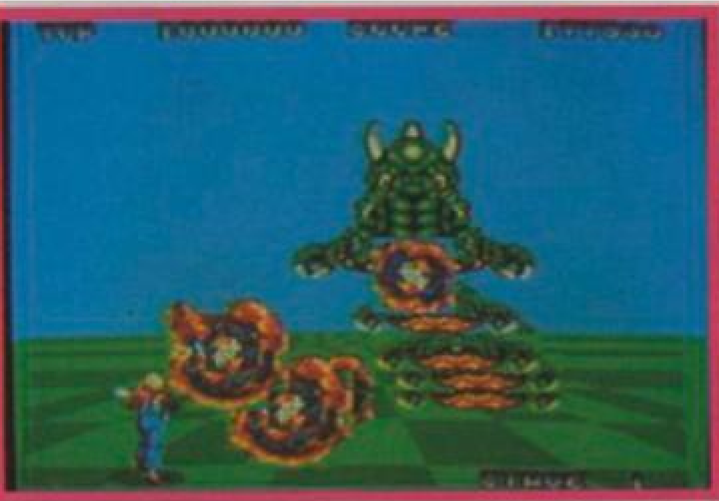
Other games available for the Sega Master System are:

On Cartridge: Choplifter, Fantasy Zone, Great Baseball, Great Basketball, Great Football, Great Soccer, Great Volleyball and Marksman Shooting/Trap Shooting.

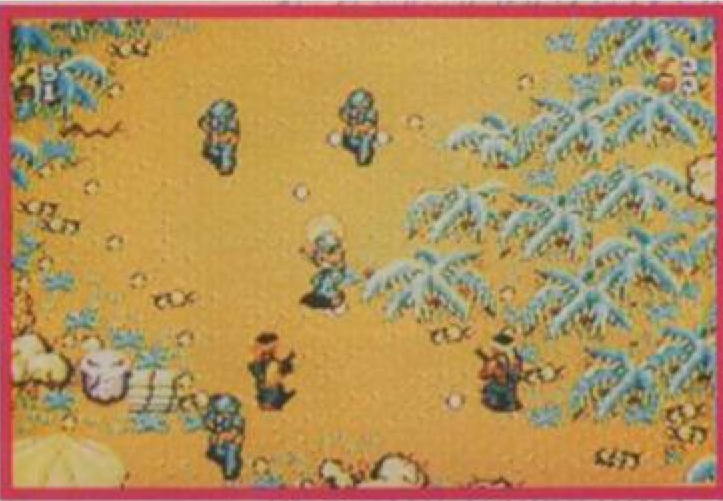
On Sega Card: F-16 Fighting Falcon, Ghost House, My Hero, Super Tennis, Teddy Boy, and Woody Pop.

SPEED 250km

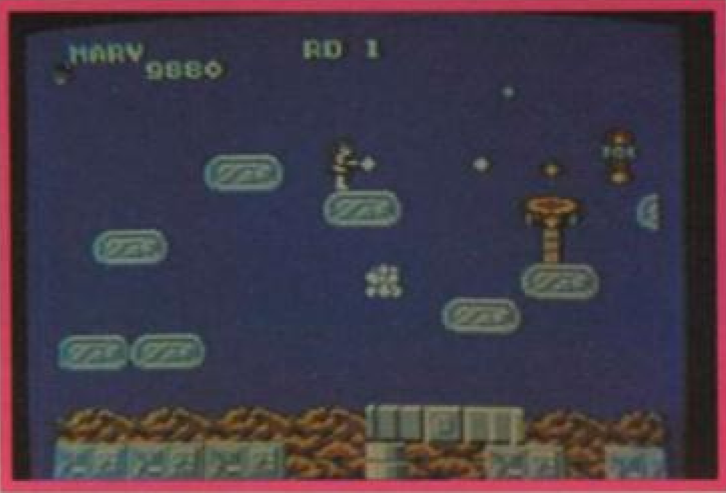
▼ SPACE HARRIER



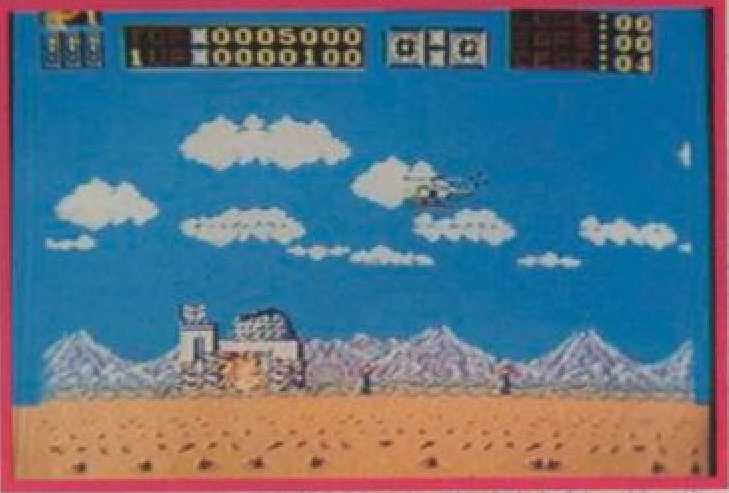
▼ RAMBO



TOP 21800
TIME 96

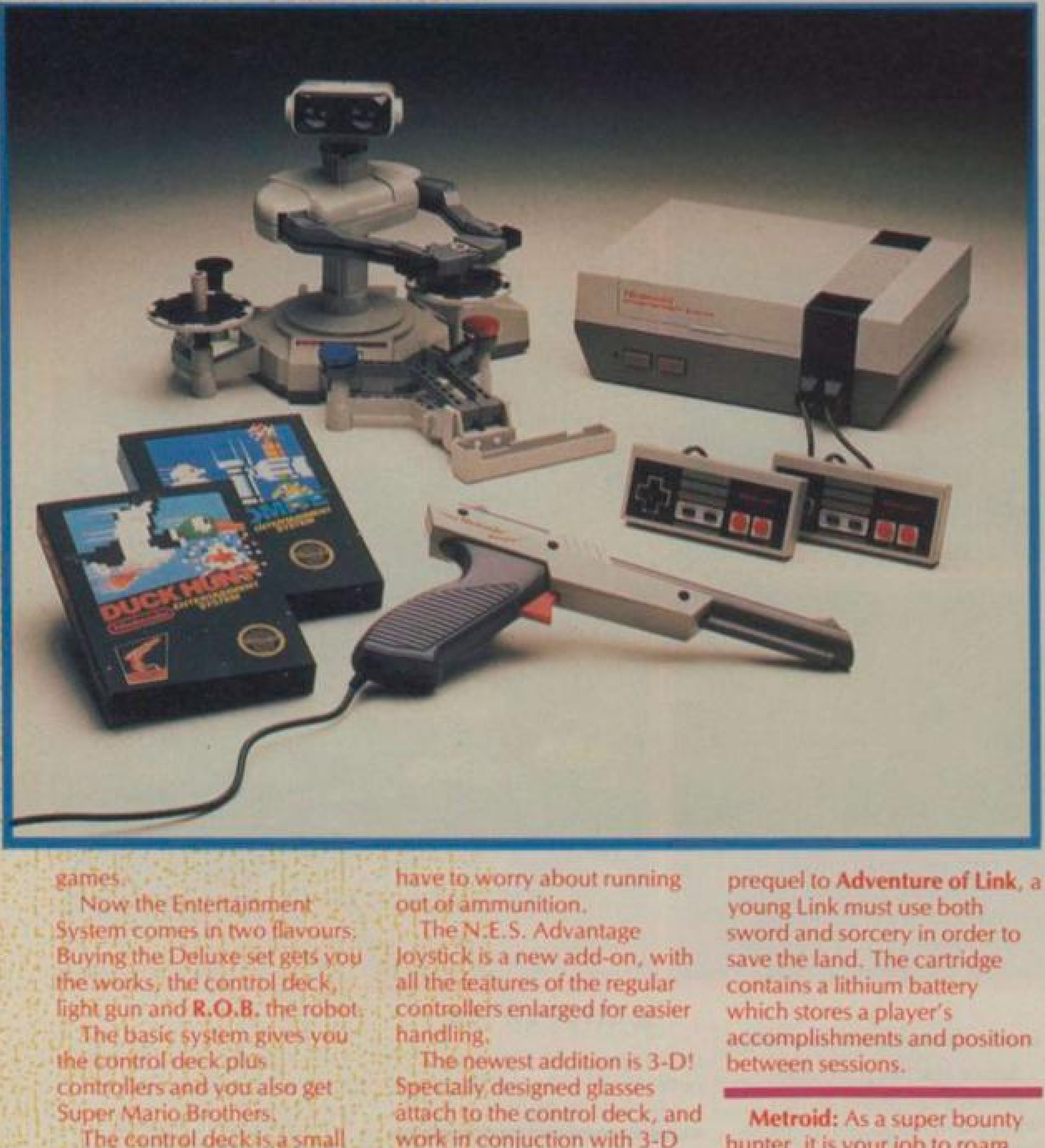


▲ QUARTET



▲ CHOPLIFTER

Nintendo Entertai



In 1986 the day of the games machine seemed to be dead and gone. But **Nintedo** took a chance and released their **Entertainment System**. With great sound, great graphics, video robot and a light gun that "sees" what is on the television screen — PLUS lots and lots of games.

Now the Entertainment System comes in two flavours. Buying the Deluxe set gets you the works, the control deck, light gun and **R.O.B.** the robot.

The basic system gives you the control deck plus controllers and you also get Super Mario Brothers.

The control deck is a small box with video/audio outputs as well as a RF (radio-frequency) port for the television or monitor.

Two controllers are plugged into the front of the deck. Each has dual firing buttons, a "select" and "start" switch, and a four direction rocker pad for movement.

The mechanical **Robotic Operating Buddy** plugs into the control deck, and plays along with games in the Robot series.

He'll move coloured blocks, juggle gyros, and just plain amuse you.

The **Zapper** light gun brings a shooting gallery into your house, and you don't ever have to worry about running out of ammunition.

The N.E.S. Advantage Joystick is a new add-on, with all the features of the regular controllers enlarged for easier handling.

The newest addition is 3-D! Specially designed glasses attach to the control deck, and work in conjuction with 3-D games to produce spectacular results. It's never too soon to start looking like Flash Gordon! New games from Nintendo are:

The Adventures of Link: In this action/adventure, Link travels the countryside seeking allies to help him defeat the villainous Gannon. The game features a special password which allows a player to continue the game from one sitting to the next.

Kid Icarus: Greek mythology updated into the video age. Part of the Password Pak series.

The Legend of Zelda: In this prequel to **Adventure of Link**, a young Link must use both sword and sorcery in order to save the land. The cartridge contains a lithium battery which stores a player's accomplishments and position between sessions.

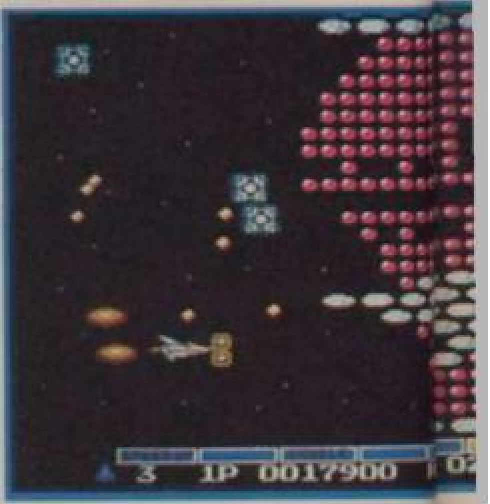
Metroid: As a super bounty hunter, it is your job to roam the galaxy; seeking out and destroying the dangerous Metroid life-forms. Also part of the Password Pak series.

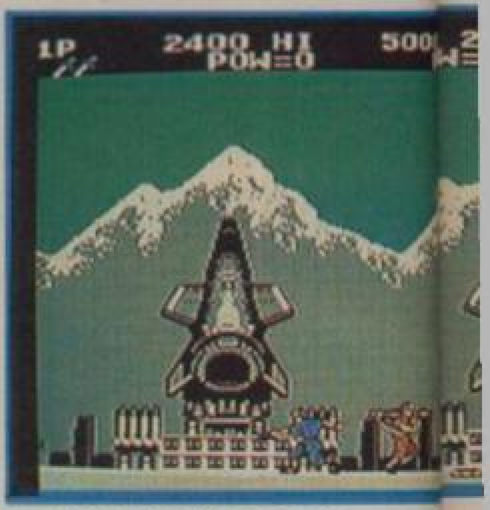
Punch-Out: A conversion of the coin-op in which the player fights for the World Boxing Title against a variety of top contenders.

3-D Racer: Fast paced action is combined with speed and sound effects. All enhanced by realistic 3D viewing when used with Nintendo's 3D system.

Other games from Nintendo:
ACTION SERIES: Balloon Fight, Clu Clu Land, Kung Fu, Ice Climber, Pinball, Urban Champion.
ARCADE CLASSICS SERIES: Donkey Kong, Donkey Kong Jr., Donkey Kong III, Mario Brothers, Popeye.
EDUCATION SERIES: Donkey Kong Jr. Math.
LIGHT GUN SERIES: Duck Hunt, Gumshoe, Hogan's Alley, Wild Gunman.
PROGRAMMABLE SERIES: Excitebike, Mach Racer, Wrecking Crew.
ROBOT SERIES: Gyromite, Stack-up.
SPORTS SERIES: Baseball, Golf, Soccer, Tennis, 10-Yard Fight.

▼ **GRADIUS**





▲ **RUSH 'N' ATTACK**

inment System

Acclaim Entertainment is the first third party company to produce a 3D game — **The 3D Battles of Worldrunner**. Not only can you play it just like any regular game, but flip the select switch and it turns into red/green 3D, or true 3D when used with Nintendo's new 3D system. Acclaim's games are:

The 3D Battles of Worldrunner: Play normal, or wear the included red/green glasses for a 3D effect. Or opt for the liquid crystal way and really get off on the action. Keep your Space Cowboy from falling into pits, or the mouths of alien beasties.

Winter Games: Split screen action and multinational anthems highlight the events. Go sledding, or try to avoid landing on your head in the ski event.

Star Voyager: Free your civilisation the only way you know how — by blowing up the aliens and their spacecraft throughout the galaxies.

Bandai presents:

Chubby Cherbu: Poor guy, all he wants is something to eat. But along the way, you'll have to help him do good deeds, and avoid firecrackers and pesky dogs.

M.U.S.C.L.E.: That's what you better have if you're to win the Tag-Team wrestling title. Clever moves will whomp your foes, but beware of the electrified ropes or floor of ice options — could be a good time to jump out and let your team-mate take over!

Ninja Kid: Find the scroll and restore tranquility to the land. Oh yes, along the way you'll have to fight enormous fires and evil demons. Watch out for the many traps!

Family Fun Fitness games are special. You run, leap and move around on a special mat that has sensors built into it. This is relayed into the control deck, and corresponds on the screen as you play the following games:

Athletic World: Jump those hurdles, dodge wild boars, hop from log to log. Tired of that? Then go for a raft cruise down a river or sprint through a deep and treacherous tunnel.

Stadium Events: Participate in four events, with up to six players competing against each other or the onscreen "buddy". There's 100 Metre Dash, a 110 Metre Hurdle event, a Long Jump, or a Triple Jump.

Capcom takes off with conversions of all their top coin-ops:

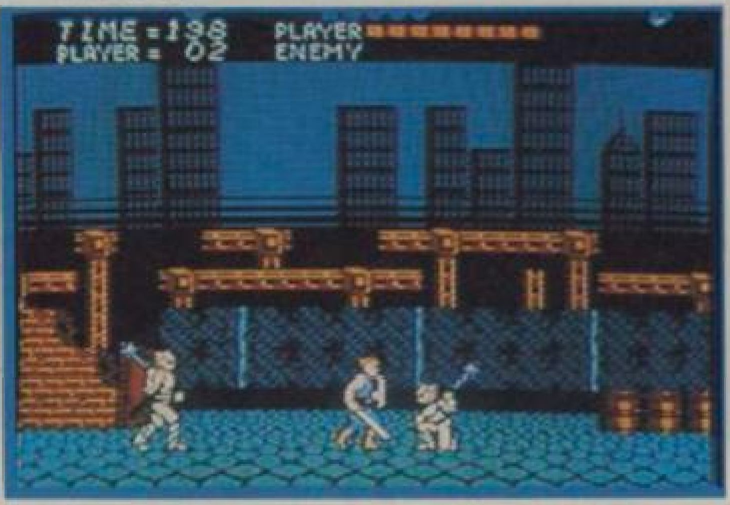
1942: Super Ace plans to visit Tokyo, but he won't be treated as an invited guest. You'll have to help him fight off the many enemy air attacks

Commando: Shoot, kill. Destroy the evil army. Don't let up until you've freed those hostages.

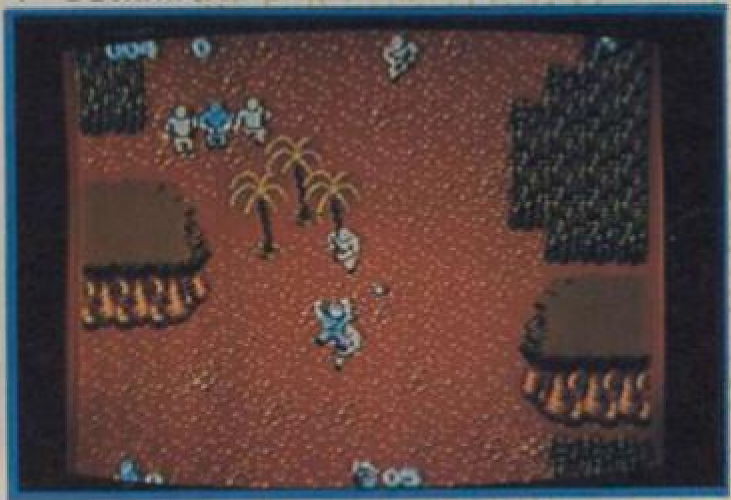
Ghosts 'n Goblins: It's tough taking on the demons of the night. Just make sure your knight doesn't get so scared he jumps right out of his armour.

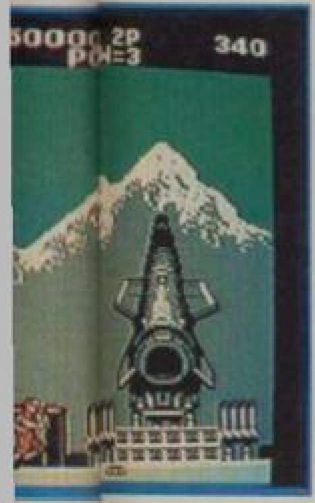
Trojan: The brutal King has many followers. But a master of the martial arts, with shield and sword in hand can vanquish all.

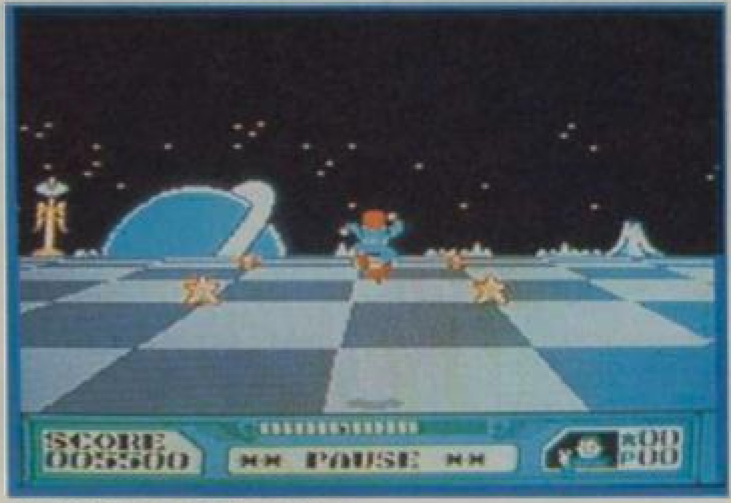
▼ TROJAN



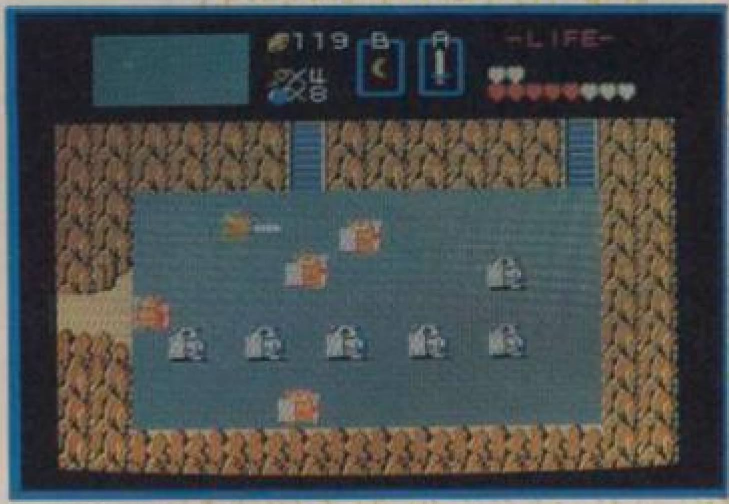
▼ COMMANDO







▲ WORLD RUNNER



▲ LEGEND OF ZILDA

Continued on page 72

GAMES MACHINES

Nintendo Entertainment System

continued from page 71

Data East offers the following:

Breakthru: Can you retrieve the stolen secret fighter plane? It's you and your sophisticated assault vehicle against hordes of hostile renegades.

Burgertime: It's Yum-Yum time as Chef Peter Petter attempts to fend off food foes while making his perfect burgers. This could turn you into a vegetarian.

Karate Champ: Sharpen your skills, perfect your aim. Then let loose against your opponent with moves of speed and skill. Ai-yaa!

Karnov: That jolly fire-breathing Russian, Karnov, seeks the Lost Treasure of Babylon. Help the old hot-head as he runs, swims, climbs, flies, and incinerates his many bizarre foes.

Kid Niki: One pint-sized radical punk. One razor-sharp sword. The Stone Wizard had better beware. The results are brutal.

Tag Team Wrestling: Teamwork is the key, but a punch to your opponent's head when the ref turns his back don't hurt either!

Irem Corp. presents:

Kung Fu II: The martial arts master returns for new challenges.

Sqoon: The aliens have sunk most of the cities, and a large percentage of the population has become shark food. Do you dare rescue survivors from the underwater city?

From **Konami** comes:

Gradius: The evil Bacterions are up to no good. Pilot the "Warp Battler" through hordes of mighty opposition, and blast 'em to bits!

Rush 'n Attack: Those American POWs are getting mightly bored. It's time to tear that armoured car apart, despite the many hazards waiting for you.

Track & Field: Take on all comers in eight events of skill and willpower. Toss that javelin, sink arrow after arrow in the bulls-eye, and then astound them all with your running speed.

LJN Toys presents:

The Karate Kid: Guide Daniel-San through a series of challenges, obstacles and hazards. Get in there and fight!

SNK brings you:

Alpha Mission: Pilot your spacecraft through screen after screen of dangerous aliens. All intent on your destruction.

Ikari Warriors: They're tough, they're beefy. They've got guns and grenades. Don't get in their way, no matter how good you think the odds are. The Ikari boys are going to wipe those enemy soldiers right off the face of the earth.

Sun Corporation shows:

Sky Kid: You and your occasional friend, Blue Max, rev up those biplanes and take off on an exciting mission.

Spy Hunter: You know what this baby does. Weapons van, enemy autos, and one tough car to drive along a highway fraught with death and destruction.

Taito presents more arcade action:

Arkanoid: A special two-button controller is included for this game of quick reflexes as you battle down the brick-like defences in an alien space labyrinth.

Elevator Action: work your way down the enemy building. But be prepared to shoot it out with evil agents every step of the way.

Elevator Action: Work your one tough Samurai dude. He can leap a mile and toss spiked stars like popcorn. Whirling his swords like a lawn mower, he must rescue the Princess from fire-breathing Monks, and other baddies.

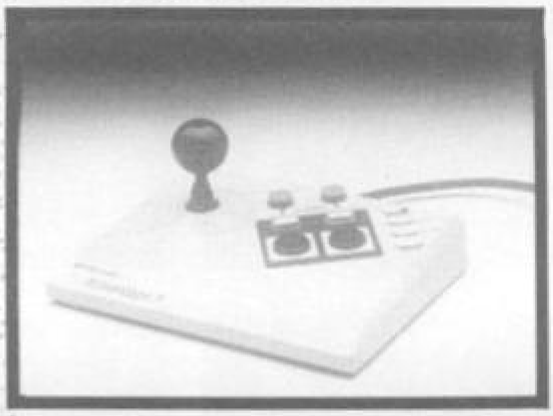
Renegade: Don't let those hoods take over the subway, the docks or any part of the City.

Techmo offers the following:

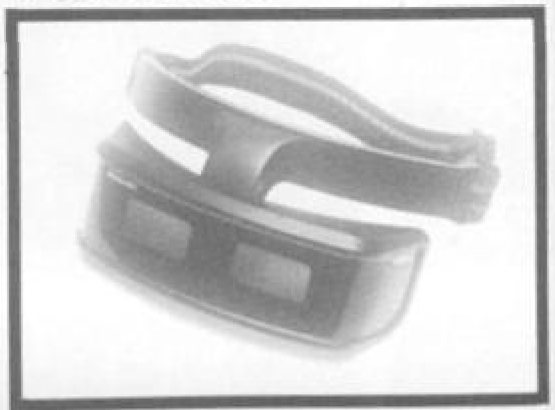
Rygar: This legendary warrior restores peace to the land by night-stalking and whomping an army of dangerous beasts.

Solomon's Key: You and Dana the Wizard must unlock the scroll of secrets to restore peace and order.

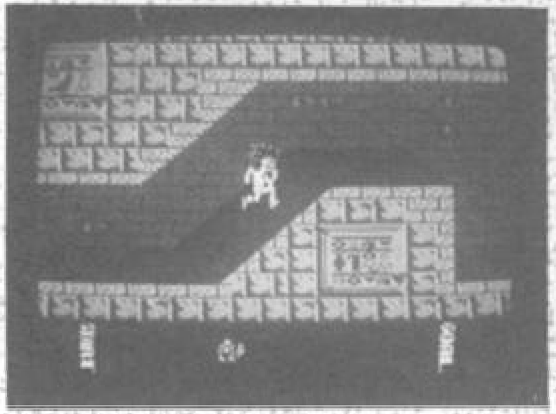
▼ BANDAI'S FAMILY FITNESS



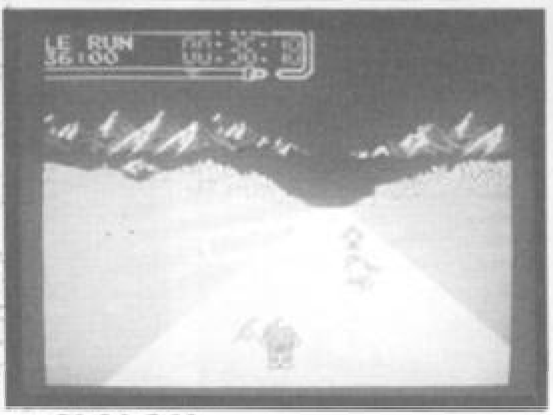
▼ DELUXE JOYSTICK



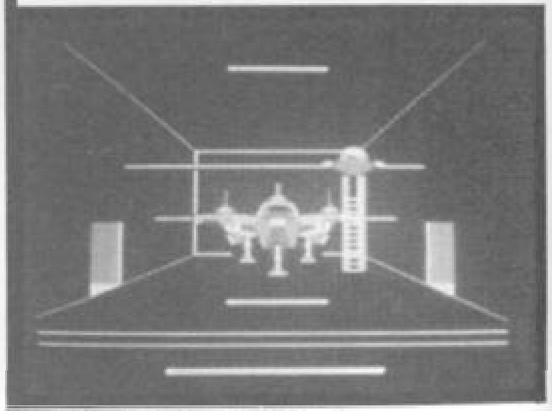
▼ 3D GLASSES



▲ATHLETIC WORLD



▲ SLALOM



▲ STAR VOYAGER

SEGA

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The Sega Master System
SEGA

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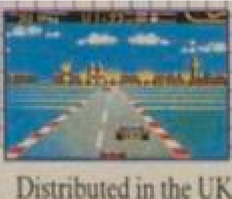
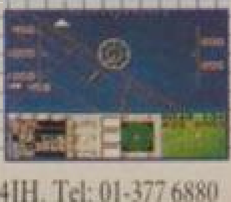


Super Tennis™

Space Harrier™

F16 Falcon™



Out Run™

Distributed in the UK by Mastertronic Ltd, 8–10 Paul Street, London EC2A 4JH. Tel: 01-377 6880

Sega Competition

Hey YOU! Want to be the first person on your street with a brand new *Sega Master System?* Want to be the first person on your street to have a copy of *Out Run* — the number one race game — to play on your Master System? Of course you do. And only one magazine can give you the chance — *Computer and Video Games!*

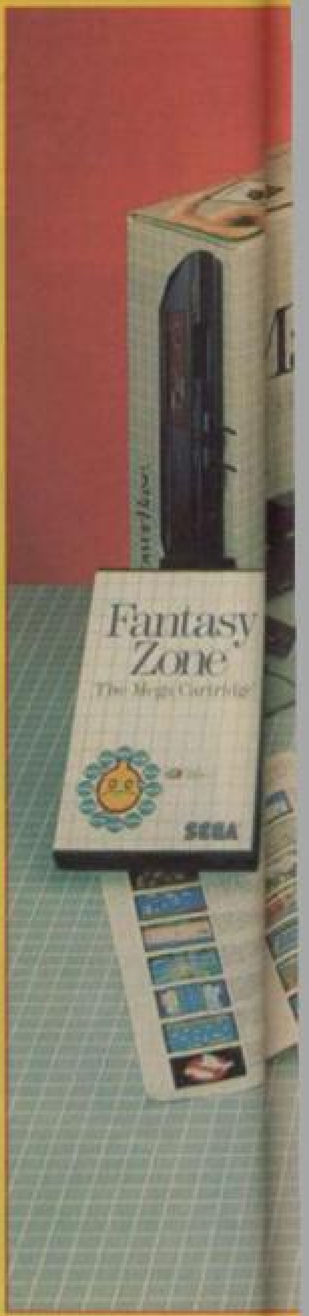
Thanks to *Mastertronic*, the people who are bringing the sensational Sega system into this country, we can offer one lucky C+VG reader this truly awesome prize.

- The first prize winner will get a complete *Sega Master System* PLUS a copy of *Out Run*, PLUS a mystery game!
- 10 second prize winners will get a Mastersound video.
- 40 third prize winners will get a Mastersound music tape.
- 20 fourth prize winners will get a special coffee mug.
- 50 runners-up will get a giant Mastertronic poster.

To get your hand on the mega-prize all you have to do is identify the six segments of Sega games pictured on this page, answer the simple tie-breaker question and then rush your entry coupon off to *Computer and Video Games*, Sega System Competition, 14 Holckham Road, Orton, Southgate, Peterborough PE2 0UF.

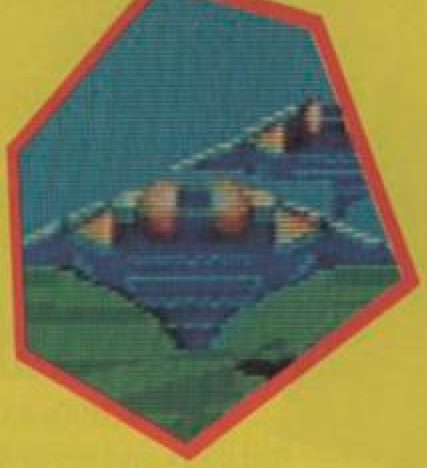
Normal C+VG rules apply, closing date is September 16th and the Editor's decision if final.

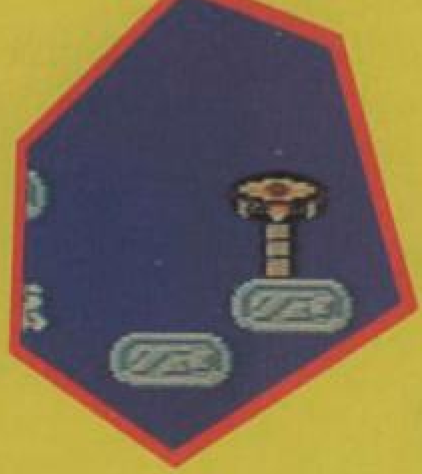
Now, get into gear, fill in the coupon and race down to your nearest post box before the rest of your street gets the same idea!

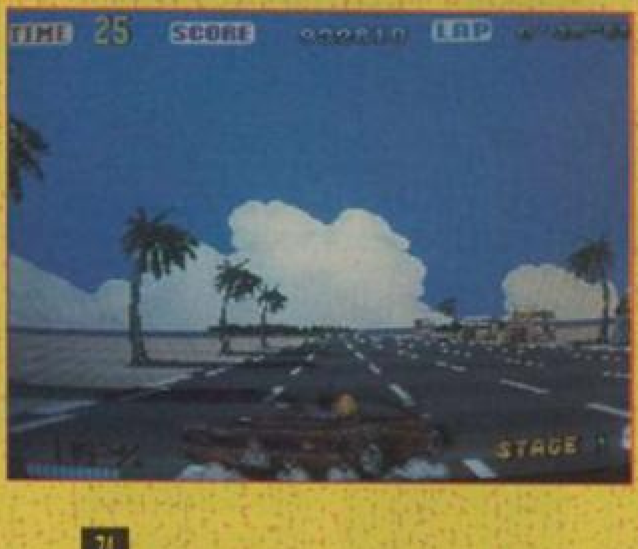


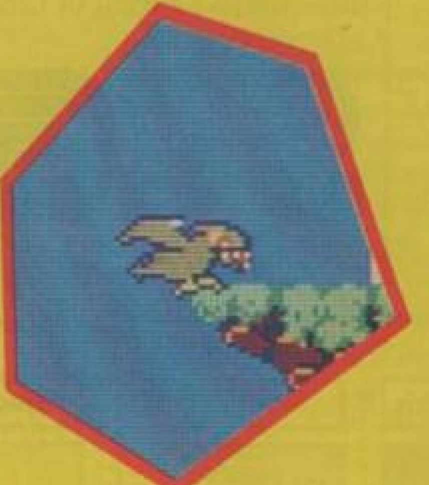
PICTURE CLUES

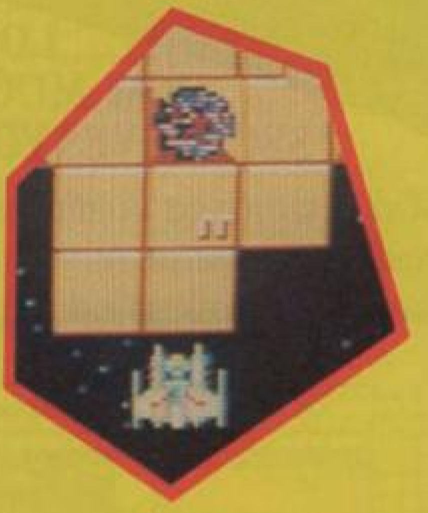
- Pic 1 is: A) Space Harrier B) Choplifter C)Rygar?
- Pic 2 is: A) Jet Set Willy B) Quartet C) Boulderdash?
- Pic 3 is: A) Fight Night B) Frank Bruno's Boxing C) Pro Wrestling?
- Pic 4 is: A) Commando B) Ikari Warriors C) Ghostbusters?
- Pic 5 is: A) Wonder Boy B) Miracle World C) Mario Bros?
- Pic 6 is: A) Slap Fight B) Astro Warrior C) Hades Nebula?



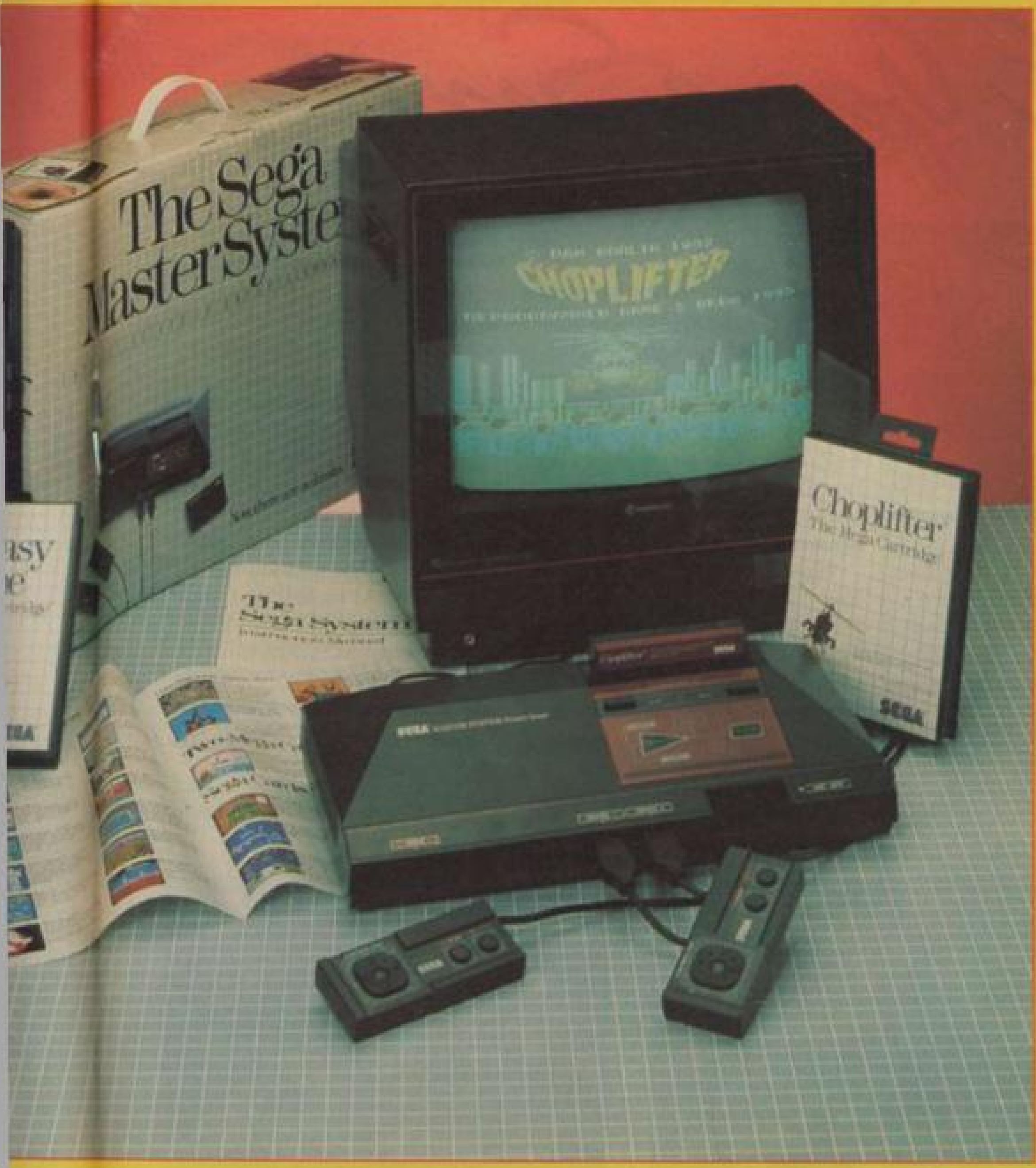


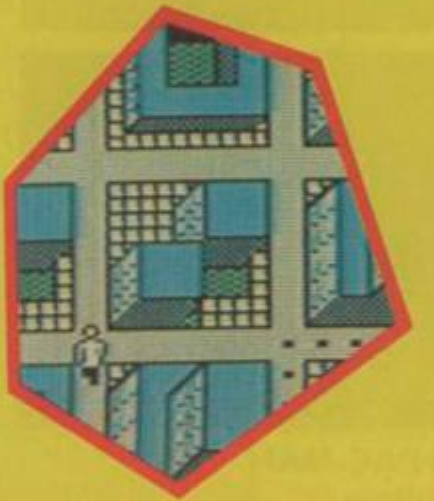


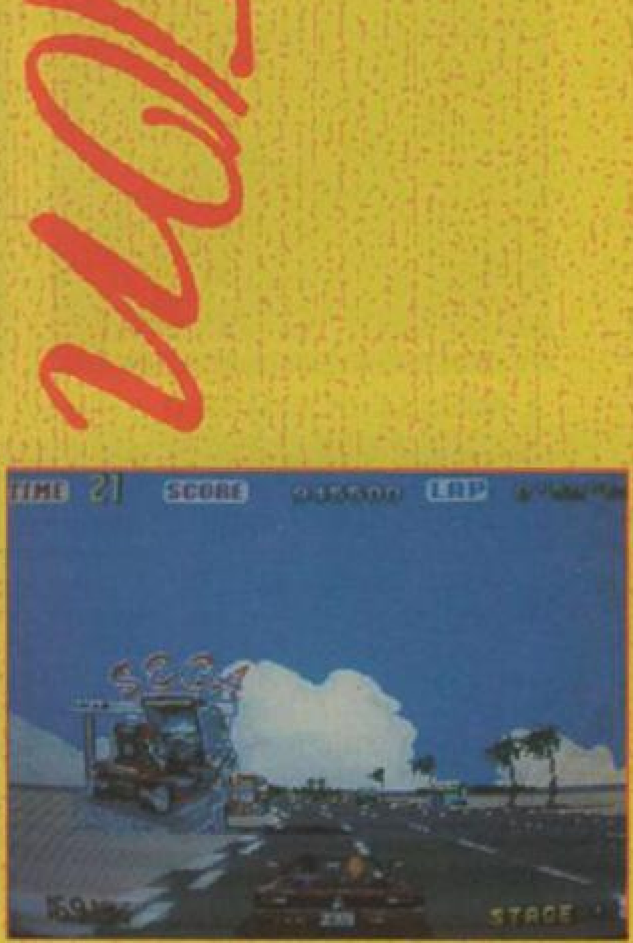




Sega competition


The Sega Master System
CHOPLIFTER
Choplifter
The Sega Cartridge
The Sega System
SEGA




TIME 21
SCORE
LAP
STAGE

C+VG/MASTERTRONIC SEGA SYSTEM COMPETITION

Name__________________________________

Address__________________________________

____

Age__________________Computer owned (tick box)

C64 ☐ Spectrum ☐ Atari ☐ Atari ST ☐

The Sega games are:

1.__________ 2.__________ 3.__________

4.__________ 5.__________ 6.__________

● The car featured in Sega's *Out Run* is: A) Porsche B) Ferrari C) Lotus (ring your guess!) Video: VHS ☐ BETA ☐ (tick box)

Atari XE Game System

Atari doesn't like to be left out. With that in mind they introduced the **XE Game System**. A late entry into the game market (even though they started it all with the 2600) — Atari has learned from the competition just what gamers want. And delivered!

The **XE Game System** is a renovated XE computer, subdivided into two parts. The main console accepts game cartridges which contain over 256K of graphics and sound. These games are both originals as well as conversions from the hundreds out there on the XE computers, with more on the way. A keyboard unit can be attached to the gaming console when special commands are needed (like for Flight Simulator II). A light gun also comes with the system, as well as the "beloved" standard Atari joystick.

Those who want even more can add an XE disk drive, thus opening access to all the 8-bit disk software on the market. And speaking of software, it's the games that makes Atari's new system shine. Three are included with the system: **Flight Simulator II**, **Missile Command**, and **Blast 'Em**.

As expected, these carts are not compatible with any other system, nor vice versa. But enough of that, let's see what else Atari's got:

Archon (Electronic Arts): Chess for arcade fans. Fight for position with swords, magic and mayhem.

Ballblazer (Lucas Film Games): 3-D effects, turn this futuristic soccer game into a real free-for-all. Don't let the robot drones get in your way!

Battle Zone (Atari): The landscape is barren, with only an active volcano to light the way. Can you manoeuvre your tank to safety, while wiping out the opposition's tanks and guided missiles?

Caverns of Mars (Atari): A swift descent against terrible odds. Destroy the Martian headquarters and escape.

Centipede (Atari): Bugs, bugs, bugs. Can you keep the garden free of them?

Crossbow (Exidy/Light Gun): Protect your friends as they pass through dangerous territory. Don't let anybody, or anything, get to them.

Desert Falcon (Atari): Pilot against great odds in the land of the Sphinx.

Dig Dug (Atari): Help **DD** burrow for buried treasure. But be careful of the fire-parrots, and other dangers.

Fight Night (Accolade): A low blow may get you tossed out of the ring, but who cares? The important thing to do is beat your foe to a pulp.

Food Fight (Atari): Take care of those pesky people once and for all. Give them an eye full of dessert.

Galaxian (Taito): Forget strategy — just blow up all those alien spaceships before they take you out!

Hardball (Accolade): Baseball the way you like it. Lots of graphics, sound and split screens.

Midnight Magic (Broderbund): Try your hand at a wild pinball ride. You're going to need quick reflexes for this one.

Moon Patrol (Atari): Avoid the many traps and aliens, as you drive through the bleak landscape.

Ms Pac-Man (Atari): She's cute as a button, but hungry for those power dots. Watch out for Ghosts!

One-on-One Basketball (Electronic Arts): Just you and your opponent, no one to blame or yell at. Show him who's the best.

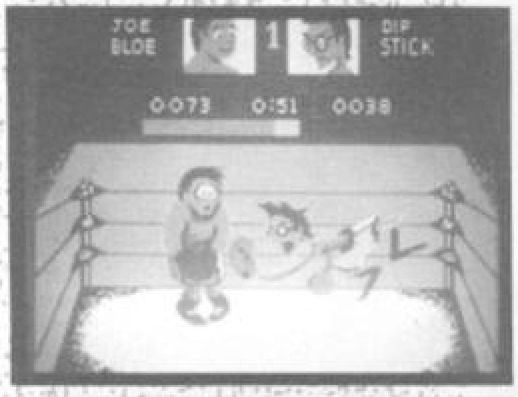
Pole Position (Atari): Are you good enough to reach top position? Get behind the driver's seat and find out.

Rescue from Fractalus (Lucas Film Games): Can you rescue your comrades from the surface without being blasted to smithereens? Be careful of alien traps!

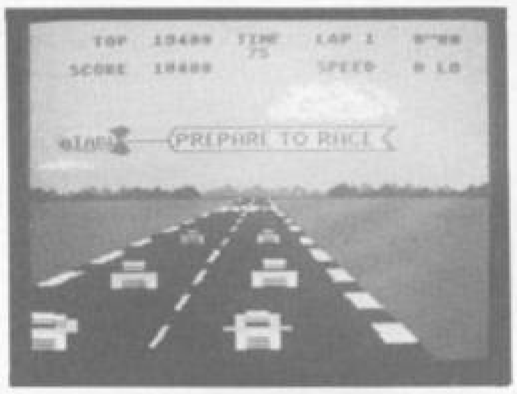
Robotron (Atari): Blast those invaders to teeny-weeny bits!

Star Raiders II (Atari): The aliens think they can take over your galaxy. They've got another thing coming.

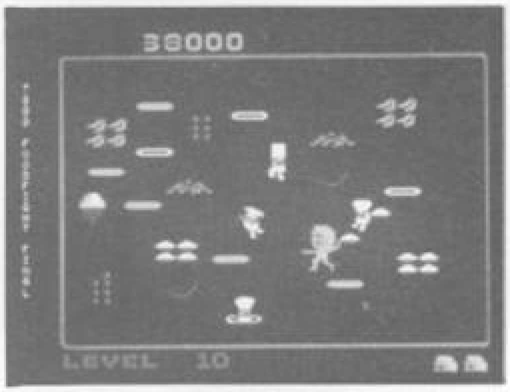
▼ FIGHT NIGHT

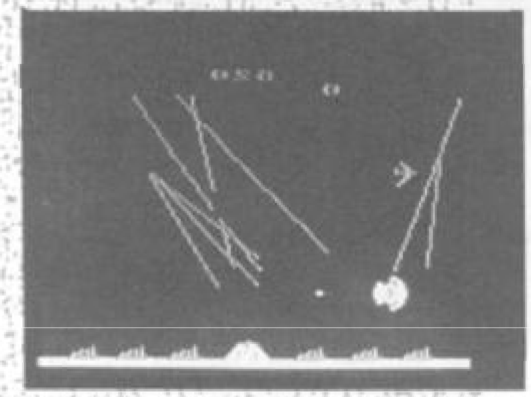


▼ POLE POSITION

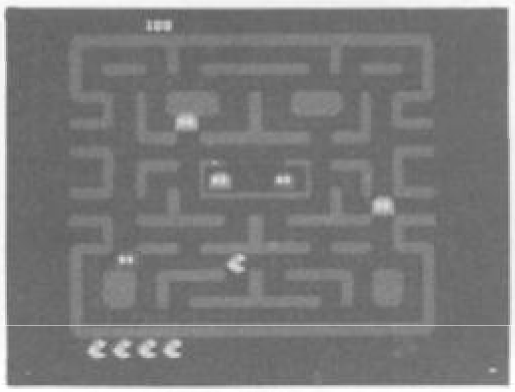


▼ FOOD FIGHT

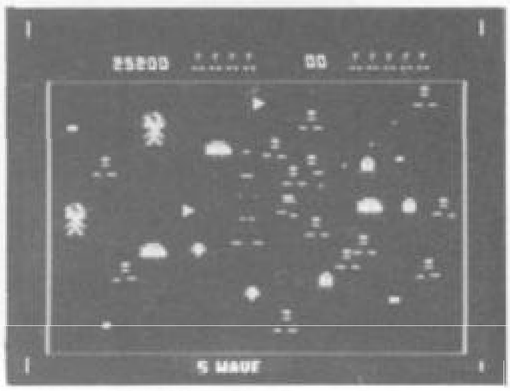




▲ MISSILE COMMAND



▲MS PAC-MAN



▲ ROBOTRON

Sega System Reviews

▶ WORLD GRAND PRIX

- ▶ **MACHINE: SEGA MASTER SYSTEM**
- ▶ **SUPPLIER: SEGA**
- ▶ **PRICE: £19.95**
- ▶ **REVIEWER: PAUL**

Sitting on the grid I can almost smell the high octane fuel. It's as hot as hell and getting hotter.

Tension mounts. The warning lights begin their countdown. Ready, steady . . . GO!

I slam my mean machine into gear and hit the throttle. The wheels spin making a racket. Squeals on wheels, in fact.

At last the rubber grips the tarmac and I'm off like a bat out of hell, following the exhaust trails of the other cars. Hot pursuit, I just love it.

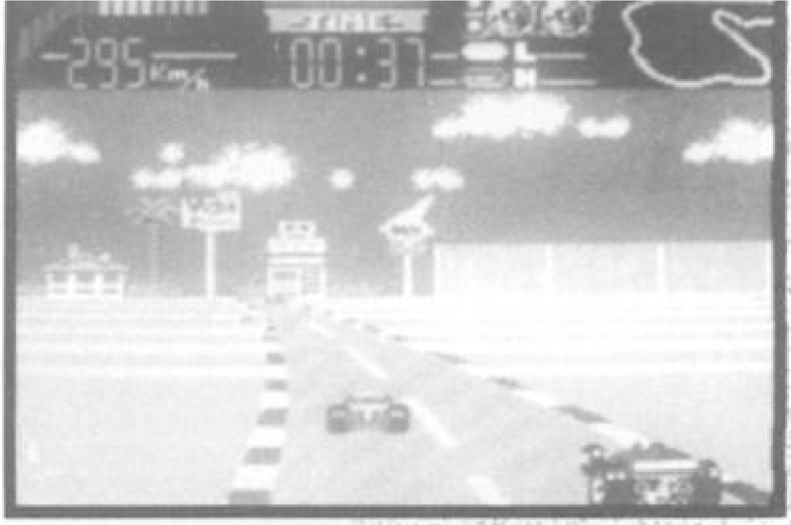
The controls are really simple. Hitting the button puts up the revs, moving the joystick back and forth switches the gears between high and low. Moving the stick left and right steers the car. Easy? In theory, yes, but I lost count of the number of spins and crashes I had before I was able to compete at any satisfactory standard.

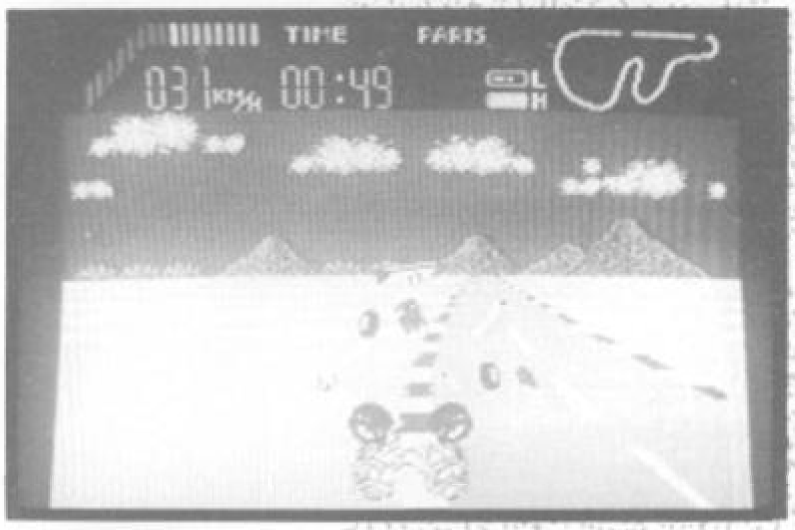
Across the top of the screen is displayed speed, gear selection and the track. Your position shown on it as a moving blob. It pays to keep an eye on it because you'll need to think well ahead. Corners have a nasty habit of coming at you before you're ready.

Besides the existing tracks you can design your own, making them as simple or complex as you like. You are provided with a series of track pieces, straight, curves and bends. By positioning an arrow over them and hitting the fire button you can select the track piece by piece. I prefered fairly simple designs, long straights with as few curves as possible. These are the best for high speeds.

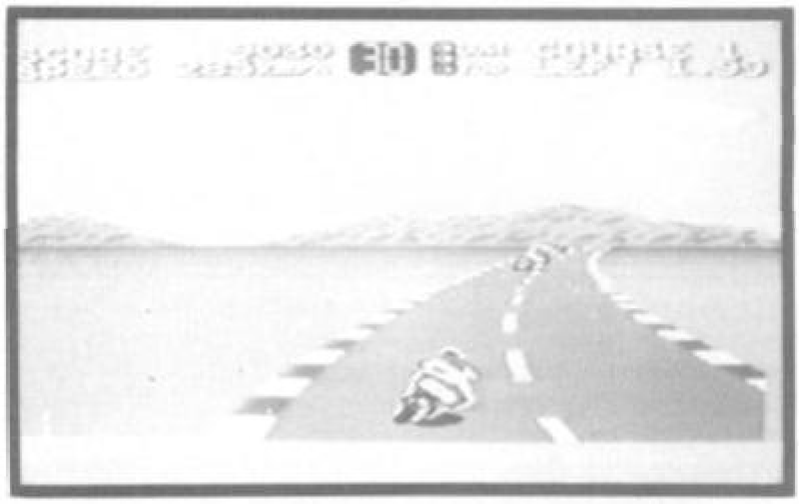
World Grand Prix is ace race action. Great graphics and sound. The crashes are spectacular.

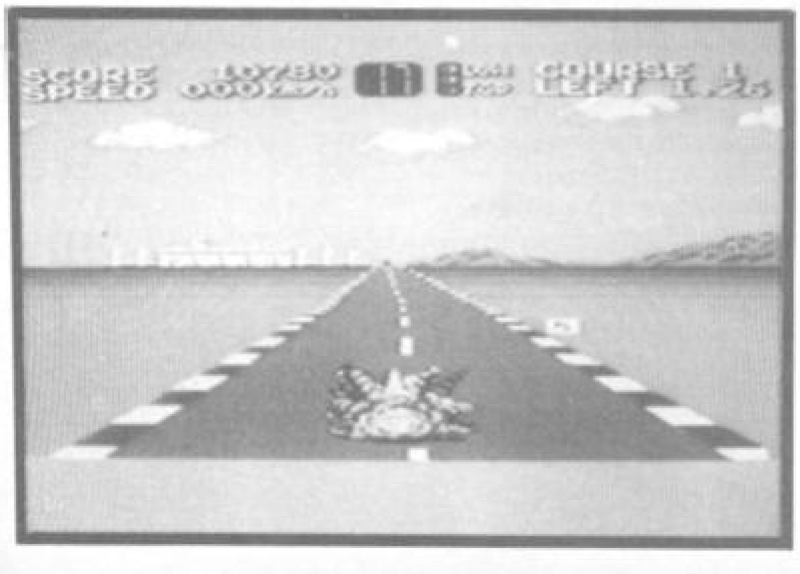
▶ **SOUND**	8
▶ **GRAPHICS**	9
▶ **VALUE**	7
▶ **PLAYABILITY**	9





● WORLD GRAND PRIX





● HANG ON

▶ HANG ON

- ▶ **MACHINE: SEGA MASTER SYSTEM**
- ▶ **SUPPLIER: SEGA**
- ▶ **PRICE: FREE (CARD)**
- ▶ **REVIEWER: PAUL**

Hang On is head to head, high speed action between your motorcycle, the Fearless 4, and the equally powerful Sizzler 7. And it comes free when you buty the Sega System.

The *Hang On* technique enables you to hang on through really tricky curves at high speeds.

The bikes race over three levels each consisting of eight courses. Each course has five stages.

The Fearless 4 has three gears — low, second and high. Moving the joystick up and down selects the gear. It's also used to control the hike. The control pad's two buttons are used a brake and accelerator.

Each stage must be completed within a 60 second time limit. If you managed to clear the stage with time to spare the extra seconds are added to the next stage.

The five stages of a course are circuit, seaside, monument valley, city night, circuit and finish line. If you manage to complete the eight courses in level three, you start all over again. But this time the time limits are cut.

Each course is four kilometres long. The distance remaining is displayed at the top right-hand corner of the screen.

The points scoring is based on three elements — overall speed, the higher it is the more points; passing the Sizzler gets 300 and for every second under time limit earns 1,000 points.

I thought *Hang On* would just be the bike version of *World Grand Prix* but I was wrong.

Speed merchants who fancy a head to head challenge against the clock go for *Hang On*.

▶ **SOUND**	8
▶ **GRAPHICS**	8
▶ **VALUE**	n/a
▶ **PLAYABILITY**	9

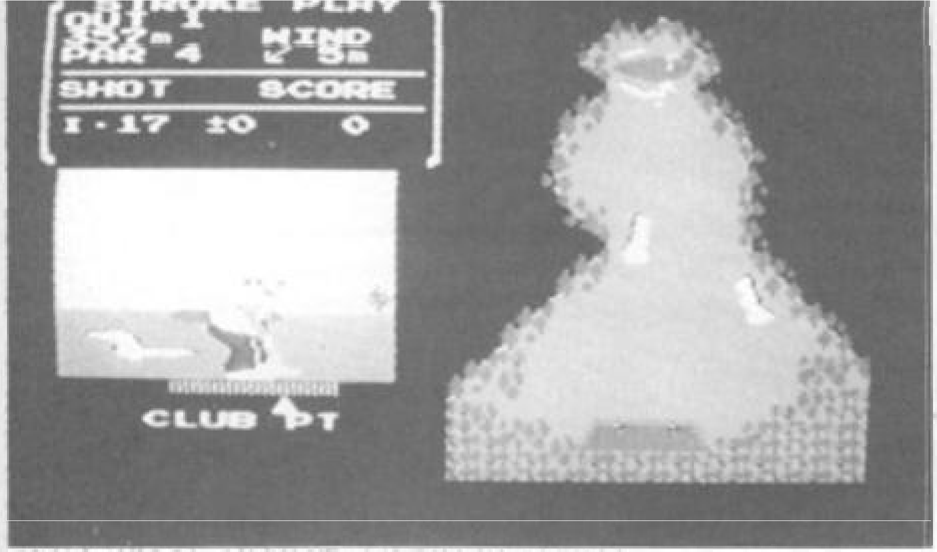
Nintendo S

Golf

- **MACHINE: NINTENDO GAMES CONSOLE**
- **SUPPLIER: MATTEL**
- **PRICE: £19.99**
- **REVIEWER: JOHN**

At last, a calm, relaxing strategy game on a console better known for arcade action. The display is fairly complex, but once you've worked out how to swing any club and drive the ball up the course you'll find play easy.

The top left corner of the screen gives you information about your score, how well you're doing against the par of a particular hole, the wind strength and the length of shot you'll need to hole the ball.



The window beneath the score information shows your player as he squares up to putt or drive a ball. You can run through the limited range of woods, irons and putters you have available by using the control pad, then press the A control three times to make a shot — once to set the amount of club back swing, the second to start the down swing and the third to set the impact position.

The window on the right of the screen gives a bird's eye view of the hole. An arrow points away from the hole and you can change its position in line with the direction in which you want the ball to go.

The rules are fairly strict. If you go out of bounds you're penalised two strokes — so don't hit it into the woods — and if you land in the ocean, ponds, rivers or any other water hazards you're penalised one point. There's also a formula to help you get out of bunkers and lists of information about holes, showing the distances from the fairway and bunker you'd have to make for each shot using a particular club. The shot instruction book — too short in my view for the complexity of this type of game — also give a full bird's eye view of the course and its 18 holes.

The game does not conform to all the rules of the real game — for instance your choice of clubs is limited to five woods, eight irons and a putter. If you were in a real game you'd probably need to be Gary Player to win with that little selection but, after all, this is an arcade game and we shouldn't expect miracles of the real fairways and greens of a course such as St Andrews.

If you're just after a good time, *Golf* will probably be enough, but if you want a no holes barred simulation you'll have to look to the Commodore or Spectrum computers. Wind variance and weather problems just aren't in this Nintendo game.

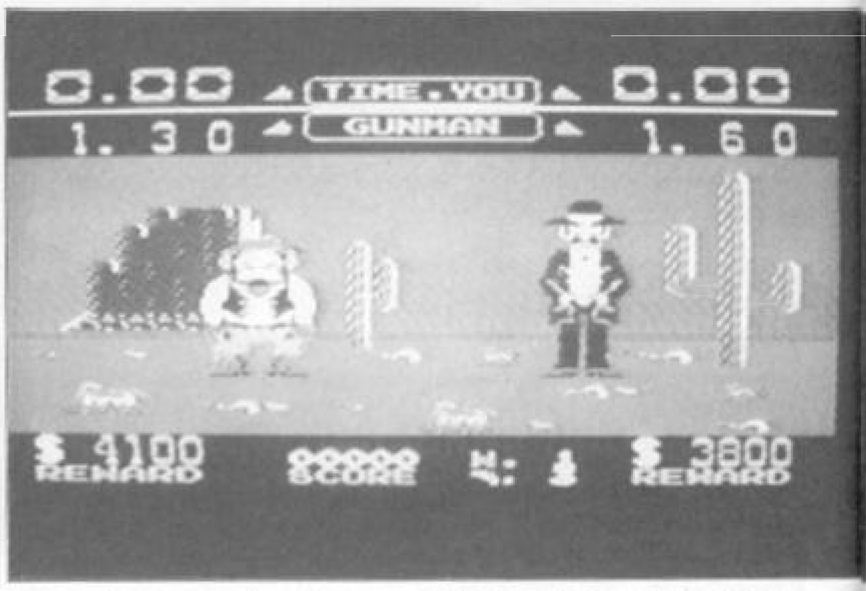
▶ **GRAPHICS**	8
▶ **SOUND**	5
▶ **VALUE**	8
▶ **PLAYABILITY**	8

Wild Gunman

- **MACHINE: NINTENDO GAMES CONSOLE**
- **SUPPLIER: MATTEL**
- **PRICE: £28.50**
- **REVIEWER: JOHN**

Some lose their hats, some lose their pants, some lose their cool. You're on the other end of the light gun in this game you can get revenge on all those awful spaghetti western actors. Just imagine them in your sights and press the trigger.

Wild Gunman is yet another oldie from Nintendo but, despite its repetitious nature, it's one of my favourites. Nintendo's version of the game must be played with the light gun, and there are three types of action.



Game A takes place in the desert where a number of rogues are after your blood. They come onto the screen one by one — they turn, their eyes flash and they shout 'FIRE'. The timer starts and you've got to have them already lined up in your sights to stand any chance of hitting them between the eyes. Your opponent will blow you away if your hand shakes or your finger twitches for just that second too long.

Five characters are involved in the plot to gun you down. If you're lucky, though, you'll knock off the Mexican and man in black, floor the Butch Guy, and have the tall, thin one drop his pants.

Game B is more of the same, but you have to contend with two gunmen who draw at the same time. They do take a few seconds out between yelling 'FIRE' and drawing their guns but you have to be pretty steady with the gunsight if you want to hit both between the eyes.

Finally, Game C, changes scene to the front doorstep of a saloon. You have a limited number of bullets but, unlike the other two games, you can use more than one shot on whoever steps out of the wing doors and draws . . .

The most competitive of the three games is B — I regarded A as a practice range — but, because the game is so repetitive, it's great to be able to switch to C, and a different location. It would have been better if the game action was more varied — gunmen on horses for instance — but you can't have everything when you're trying for coin-op realism, even if it is antiquated action.

But, with luck, Nintendo will soon be rid of its back catalogue stuff and we'll see some real action.

▶ **SOUND**	7
▶ **GRAPHICS**	7
▶ **VALUE**	7
▶ **PLAYABILITY**	7

System Reviews

Pinball

▶ MACHINE: NINTENDO GAMES CONSOLE
▶ SUPPLIER: MATTEL
▶ PRICE: £19.99
▶ REVIEWER: JOHN

Faster than a speeding bullet the ball is hammered from its launch position and into the three-screened pinball machine.

The ball, shot into space by the control pad's A or B button and its velocity is determined by the length of time you hold the control down.

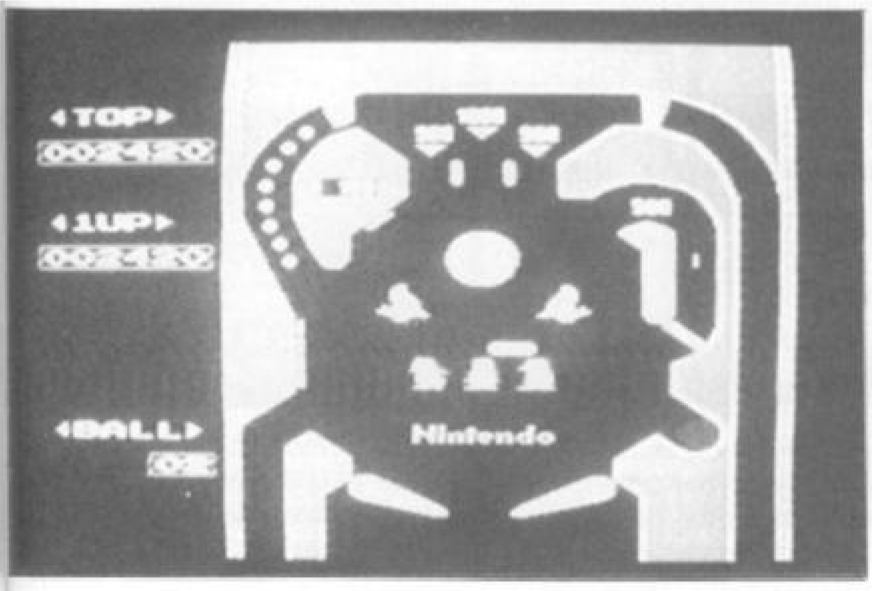
The main area of the machine is divided into two sections, both of which have a pair of flippers at the bottom of the screen. Left is flipped with the control pad while the right is moved with either the A or B button. The latter part of the set up can cause confusion at the start of the game when those two buttons have different meanings and a short mental control leap has to be made before you get into the game.

Although you only have two sets of paddles — there are no single paddles in this game — the lack of control or involvement is made up for by the crowded point-scoring features. There are two sets of numbered targets, cards that'll flip over if you hit them, and four 100 point bumpers. On screen Bat the bottom of the table, small chicks are hatched from eggs when the ball hits. In screen A, at the top of the table, you can knock over penguins and balancing seals.

Scene C holds the bonus features, which you can only reach if the ball has the good fortune to pop into a hole at the bottom right of the A screen. Instead of flippers you've got Mario, of *Mario Brothers* fame, in control. He holds a platform which'll catch the falling balls and bounce them back up the screen if you manage to walk Mario under them in time.

The bonus screen also includes a three by four matrix of coloured, numeric lamps which change colour as the ball bounces between Mario and the two 100 point bumpers on left and right. If you manage to turn the lamps on in the same colour, a lady at the top of the screen will drop into peril, which means extra points for you. Eventually that gap becomes too big to jump and she'll fall, at which point you move Mario under her and when he catches her you get a bonus 10,000 points.

If you're a pinball fan you won't see the new features which are appearing on the latest coin-op games but, if you can't afford one of those in you hall, Nintendo's ball blazer provides an excellent alternative.



▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

Excitebike

▶ MACHINE: NINTENDO GAMES CONSOLE
▶ SUPPLIER: MATTEL
▶ PRICE: £28.50
▶ REVIEWER: JOHN

Bike racing games, especially where the two-wheelers rush horizontally across the screen, lost their cred points when *Enduro Racer* appeared but *Excitebike* has enough track features to provide an entertaining, if dated game.

It's a one or two player game, played on one of two courses. You can also design your own and save your track in RAM for use when you get back to play mode. The second, more difficult track just comprises of a more tortuous route. The obstacles are the same no matter which track option you take. There are seven hill gradients, a jump barrier, oil spots, multi gradient hills and a ramp which looks like an oil platform.

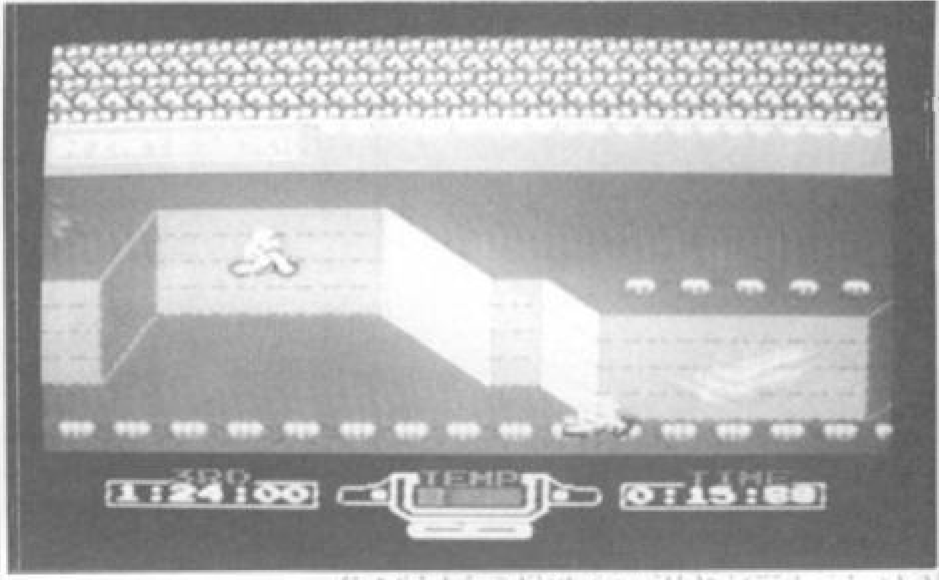
You've got two speed control — one ordinary, the other turbo — and the use of one or the other at the right time will determine whether you do a wheelie or crash.

Over use of turbo also makes the engine overheat so it's best used on flat parts of the track, where there are no mud or oil slicks to slow you down, or over several hills if the engine heat monitor is less than half-way red.

When you've scored dumber one on both built-in tracks, the design of you own is simple.

The cartridge stores 20 pre-set lengths of track which you can put together in hundreds of combinations. The display shows your bike at the start of the empty road. You move it along to the spot where you want an obstacle, move the choose-feature cursor to the letter, A to S, which corresponds to the obstacle and dump hill, hole or slimey patch onto the main display. You can then choose to run a solo race, or pit yourself against other motorcross riders, and away you go.

My first impressions of *Excitebike* were not too good. I've seen scores of similar products before and the 3D perspective games have largely taken over from them. But, this race game has the advantage of a course designer and a large range of objects. There's not much skill involved in clocking up a good timing on the two Mattel tracks, but there's always the addiction of contantly trying to be number one.



▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	8

SUPER MARI

It's the game that's kept the entire C+VG office in chaos for weeks. Yup! It's the solution to the incredible *Super Mario Brothers* — well almost!

The C+VG team has been working day and night to beat the game, and we've almost done it. You'll just have to finish the last world all by yourself . . . if you can!

Super Mario Brothers is a very long game, and if you're going to ever get to the end of it, you'll have to make use of the cheats and short cuts the programmers have put into the game.

Well, let's begin at the beginning. World 1-1 should present no problem. First of all collect the mushroom hidden in the second flashing question mark on the first screen and then, instead of having to waste time covering the whole world, duck down the tube which is just beyond the first pair of monsters.

You'll now find yourself in a secret underground room full of flashing gold coins. Collect all the coins — once you've got one hundred you'll be given a free life — and walk out of the exit in the corner. You are now at the end of the first level. Run up the stairs and jump from the top onto the flag pole for maximum points.

The reason why you sometimes get fireworks at the end of a level is still a mystery. The instruction manual is frustratingly vague about everything.

The next level, World 2-1, is the first underground scene and is quite a bit more difficult than the previous level. The first thing you must do is get some fire power — and quick!

Grab the fire-flower hidden in the very first flashing question mark and you will be able to blast those nasties out of the way.

Jump across the brick pillars and you'll come across a monster trapped between two walls. Squash the monster by dropping on it and then jump underneath the single brick above you. You should get ten or 12 coins from it. There are very many of these bricks around the game, and many of them are invisible. So make sure you give everything a good head-butting — even if it looks as if there is nothing there.

Now we've come up against the first obstruction — a solid wall. Just jump up and down to break a hole and jump through, remembering to shoot any approaching monsters. A little further on you'll come to a small chasm, with a small ledge above you. Jump onto the ledge, you should now see another ledge on the right-hand side of the screen, covered in gold coins. Jump over the gap, collect the coins and bash two or three holes in the ceiling above you. Go to the far right-hand side of the ledge and jump up to the brick above you, run back along the ledge and then jump through the hole you created earlier. There will be a small mushroom moving fast across the screen which you must catch. That accomplished, you will have gained yourself an extra life.

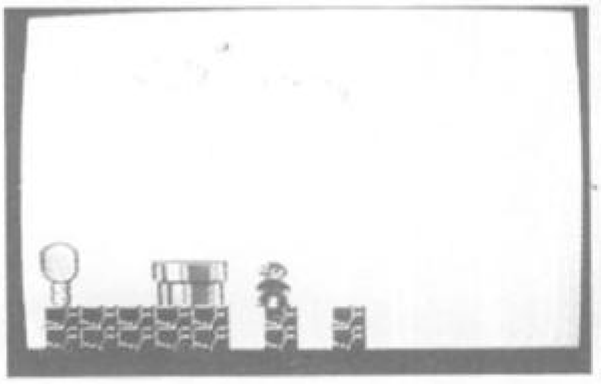
Run along the top of the screen until you come to the two elevators. Jump on to the lifts but make sure that on the second one you jump back up to the top of the screen where the score is displayed. Keep running along and you'll come across the game's next short cut — the Warp Zone.

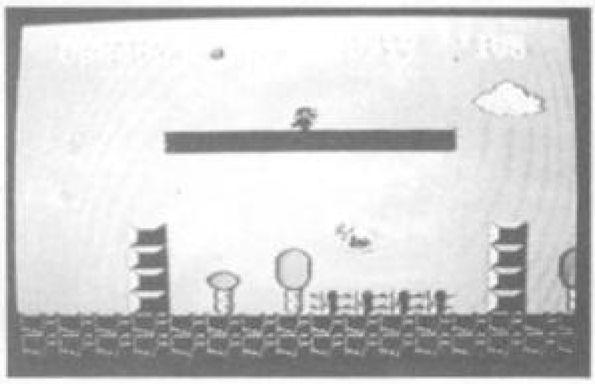
There are three tubes here and you should go down the one marked 4. You have now been warped to the fourth world. Congratulations!

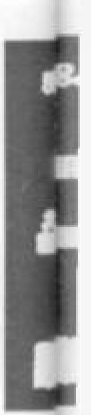
Things now start to hot up. New hazards include a smiling cloud which drops spiny monsters from the sky — they can prove very painful for poor Mario. The best policy on this level is keep moving as fast as possible. The only thing that is worth stopping for is another free-life mushroom. Halfway through the level you'll come to a ledge consisting of four flashing question marks in a row which you have to hit with Mario's head. Once all four have been knocked, jump onto the ledge and position Mario over the third brick and jump into the air. A brick will appear as if by magic, and an extra-life mushroom will emerge from it. Once you get the mushroom, it's a non-stop sprint to the end of the level.

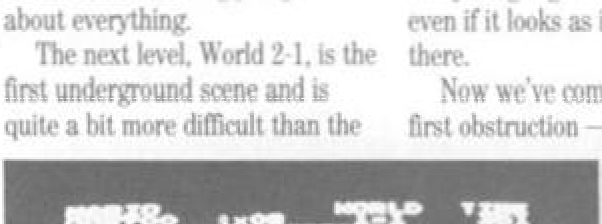
Level 4-2 is another underground scene with a very surprising plant growing in it — a vine.

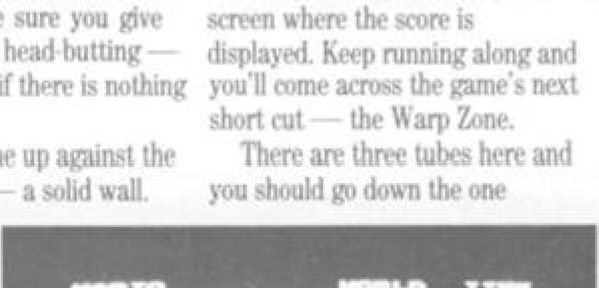
First of all you will have to negotiate several chasms — it should be no problem by now — and once over those obstacles you will enter an enclosed tunnel. Run

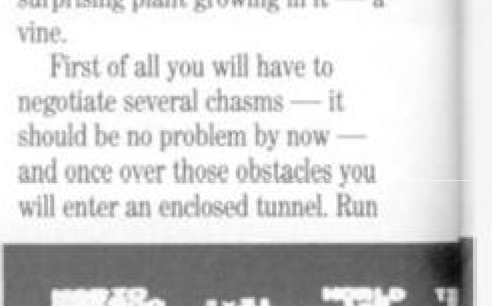












IO BROTHERS

down the tunnel polishing off the monsters as you go. The screen will now open up again and you'll find yourself in a room full of the flashing question marks. Jump to the ledge on the right-hand side of the screen and jump onto the lift and drop off it on the other side.

Above you you will see a line of bricks. Jump up in the air below them, you won't be able to reach them but several bricks will appear and you will be able to use them to reach the highest row. Go underneath, hit them with Mario's head and a vine will appear. Climb up the vine and you will enter a bonus screen filled with more coins. At the end of this screen you will come to another Warp Zone. Down tube number 8 and you've warped to the last world!

Not surprisingly things have started getting tough. Flying turtles, huge bullet firing cannons, piranha plants and black beetles come at you all at the same time. You're going to need a lot of dexterity to get past this level. Practice is the answer.

The one particularly difficult feature of this level is a huge chasm with only a small column in the middle. The best way to deal with this is just to run very fast at it and jump right at the edge. Don't push the B button down because it will make you over-shoot and send you plunging downwards.

The beginning of level 8-2 requires good timing. Jump over the first bouncing turtle without touching it. Wait until another turtle comes bouncing down the stairs, it will fall down a hole and you should then run up the stairs avoiding the spiny creatures as you go. Jump off the top and you'll come to a trampline. Jump onto it and jump straight up into the air. And extra-life mushroom will now appear and start moving along the highest platform. You should run along your platform, avoiding the usual bouncing monsters, and collect the mushroom as it drops down.

The rest of the level becomes an obstacle course of bullets, beetles and bouncing monsters. The one particularly difficult feature of this level is a chasm which looks far too wide to jump.

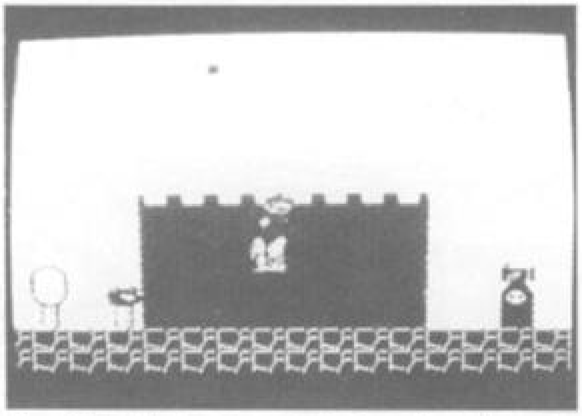
First of all drop down onto the nearest of the two pillars before the gap and then press the B button to make you move quickly — don't worry about the small gap between pillars as you'll just walk over it — and when you reach the very edge of the second pillar you should jump!

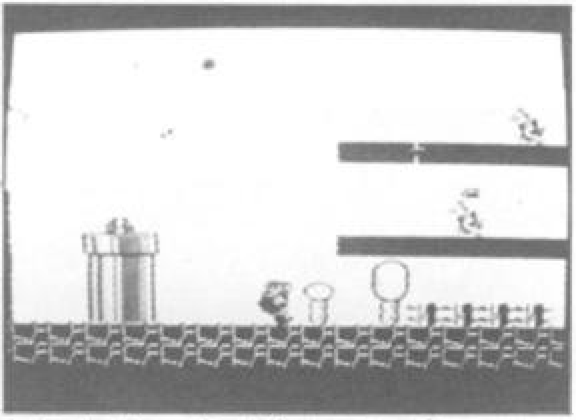
Once across this problem the end of the level shouldn't be too difficult to reach.

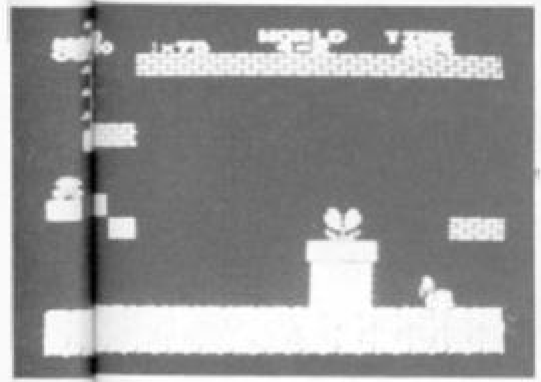
World 8-3 is much more tricky than it first appears. Jump over the bullets and cannons — but remember to keep your timing absolutely perfect. The next problem are a pair of hammer-throwing monsters perched on two platforms. The best way to deal with these two is to stay close to nearby tube, where the hammers can't reach you, and wait until both of them have left the ground and then run underneath the platform — you can kill them by banging the brick they are standing on. There is also a mushroom hidden inside the highest platform.

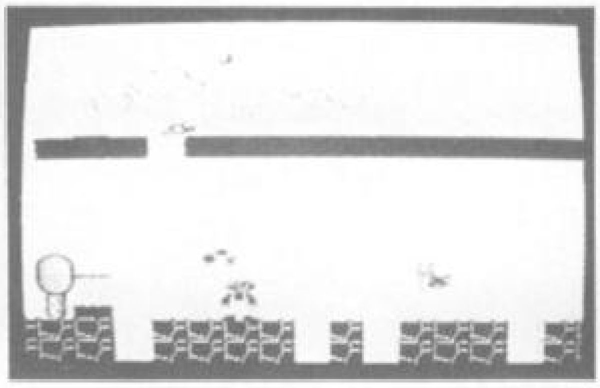
A little further on there another two hammer throwers and the same technique will work here. Later on in this level you find three lone hammer throwers and you have to avoid the hammers and jump on top of them.

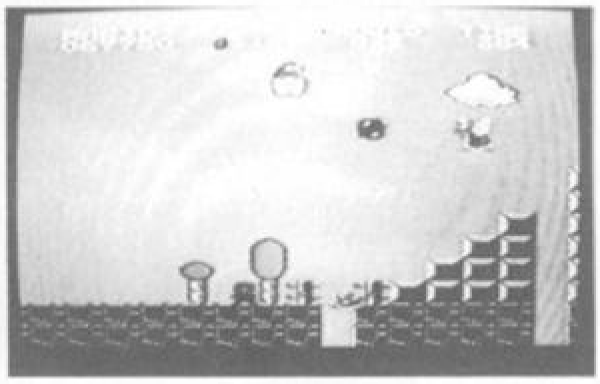
And this is as far as we can go! The last level is a maze of tubes you must climb down — they must be in the correct order or you'll wander around forever — and you'll encounter a swimming level. And that's as far as we've reached. Can you beat it?

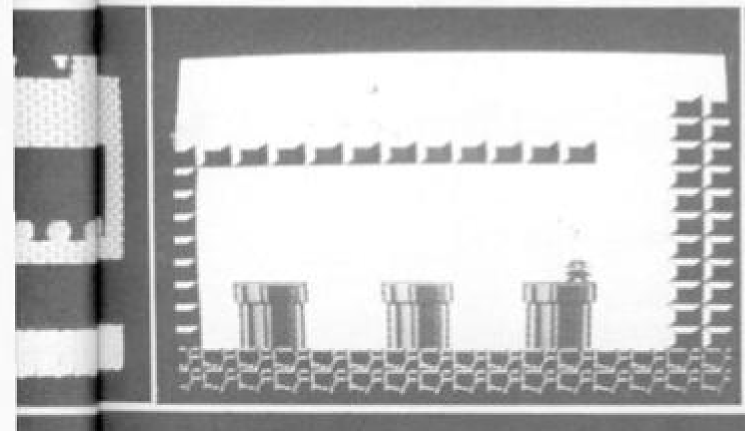


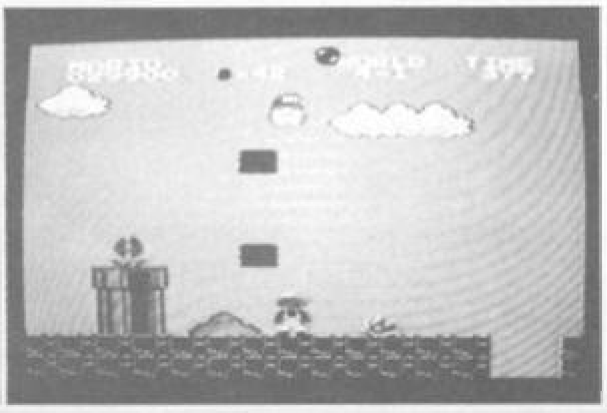


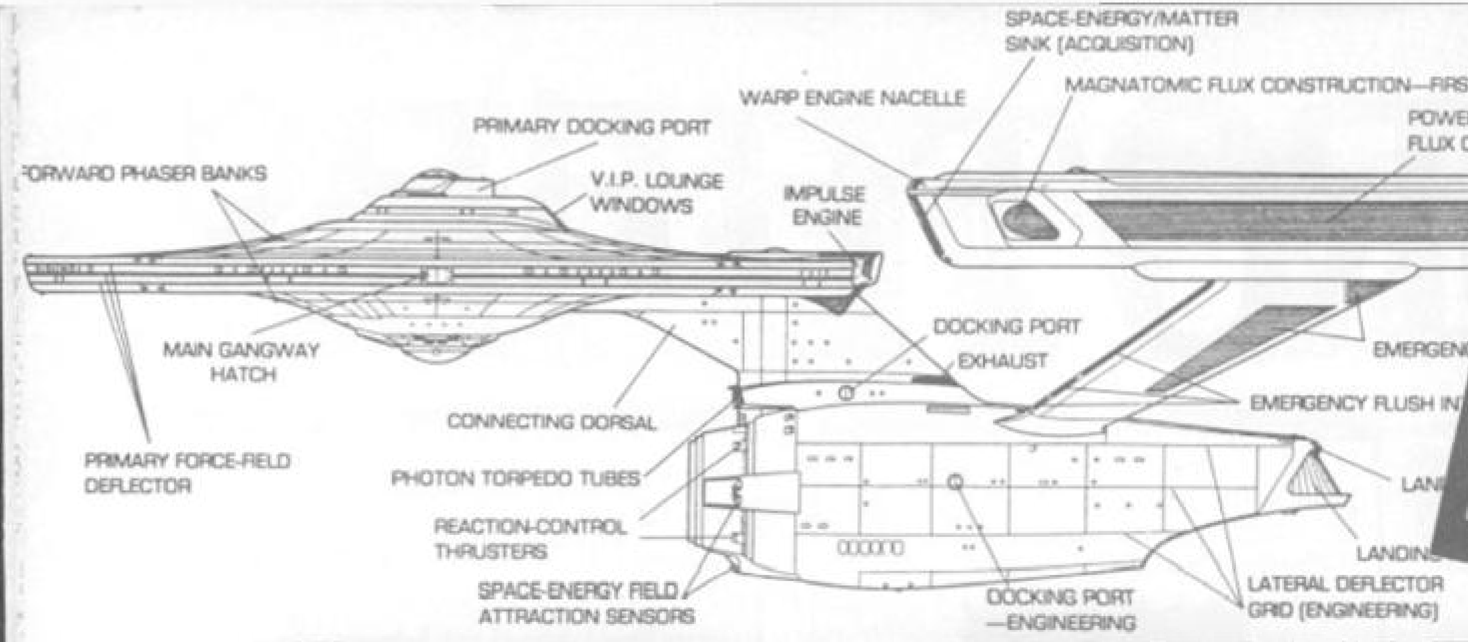








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1. Name the pop band who recently had a hit with the terminally dreadful Star Trekkin' song.

2. Name the Communications Officer on the Starship Enterprise.

3. Name Mr Spock's Vulcan father.

4. Name the giant creatures featured in Star Trek IV.

5. What does the T stand for in James T. Kirk?

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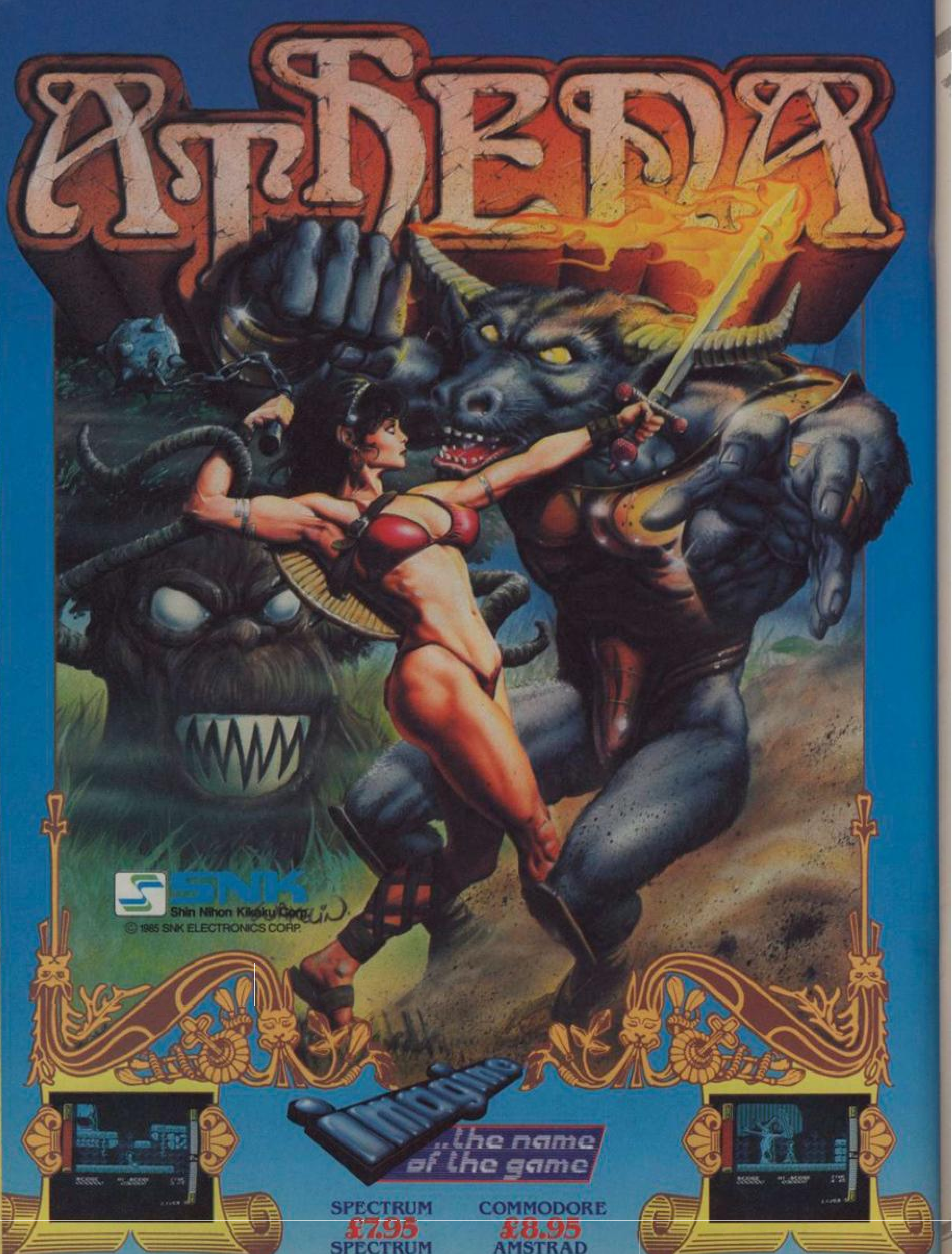

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ADVENTURE news

Among three future releases announced by Infocom, more of the famous *Zork*, which sold over one million copies, is promised. *Beyond Zork*, written by Brian Moriarty, features Infocom's new interface system, in what would appear to be a combination of role-playing and traditional adventure game.

With window displays to show what weapons and tools the player is carrying, and special function keys programmed for fighting battles, the player will start off setting up his own character, in terms of strength and endurance, etc before setting out in search of the fabled Coconut of Quendor.

According to *C+VG's* source, *Beyond Zork* will be available for a restricted range of machines, which does not include the C-64.

Nord and Bert Couldn't Make Head Or Tail Of It is the unlikely title of a new game from Jeff O'Neil, author of *Ballyhoo*. Described as a game of word trickery and double meanings, *N&BCMHOTOI* will consist of eight short stories.

New Infocom storyteller Amy Briggs will be making her debut with *Plundered Hearts*, a 17th century adventure set on a schooner on the high seas. The reading of romance novels, and details of 17th century costumes and ships, has been part of the research undertaken to provide the background for this adventure, in which, it seems, the player will be unable to control her passion.

Beyond Zork is due for release in the USA in October, the other titles, in September. UK release is expected to follow some six to eight weeks later.

The BBC comedy hit, *Yes, Prime Minister!* is due to hit your computer screens in the next few weeks. Programmed by Oxford Digital Enterprises, versions for the Spectrum, Amstrad CPC, Commodore 64, and BBC micros will be released by Mosaic Publishing during October, to be followed a month or so later by a Amstrad CPC/PCW disk version.

Combining graphic and text, including icon driven features in a scrolling office, there will be elements of strategy and decision making in the game, which covers a five day period in the life of Jim Hacker. Each day will require a separate load.

A series of completely new scenarios has been devised for the game, and scriptwriter Tony Jay has been keeping an editorial eye on the game's development. A new TV series of *Yes, Prime Minister!* is also scheduled for late in the year, and the BBC has liaised with Mosaic so that its timing ties in with the release of the game.

The launch promises to be an interesting and amusing event, with a number of real MPs on hand to play the game, and see how they would make out as PM! C+VG will be there!

Very big high-quality adventures are always welcome — and tend to be released every couple of months or so. However this month has seen the appearance of Level 9's *Knight Orc* coinciding with *The Lurking Horror* from Infocom, and all close on the heels of *Stationfall, Bureaucracy*, and *Guild of Thieves*. The trouble is that these games demand far more playing than the average adventure, for a suitable review.

After all, if you're paying 120 or more a throw, you want to know a bit more about them before you decide whether to shell out. Fortunately, they are so playable, the extra review-playing comes as a pleasure — it's the reduced time available for writing the review itself, and completing the column that becomes a nightmare!

There was a reappearance of the *Helpline* on Clive Bull's LBC programme on a recent Sunday afternoon. For the first time, Paul Coppins and I decided to throw caution to the wind, and leave our files of solutions behind, just working from the database printout and memory. And guess what? British Rail decided to carry out maintenance on Paul's line. Paul arrived too late, and there was I with only one half of the memory requirements! And it's funny, isn't it, how the questions that one can't answer always come in runs, leaving an embarrassing sequence of grunts and 'er's!! Still, it was nice to speak to so many who phoned in.

This issue brings the first of the *Fiend's* 'alternative' looks at adventures — in the shape of an adjudication over Matthew's *Savage Island* review. To keep him out of harm's way over the next few weeks, I have sent him an unusual budget adventure on which to comment — *Inspector Flukeit*. It has a somewhat 'Sherlock' feel to it, with independent (?) characters who deserve the sharp analysis available only by the *Fiend's* huge intellect.

Also next month, Matthew and I will be bringing you a complete rundown of what to look out for in Adventure, at this year's PCW Show. C+VG will be out a week or so before the show — so make sure you are not without your copy before coming along to meet us, and all the other people in the adventure world!

The Sarien Encounter, comes from the programmers of *Kings Quest II* and *The Black Cauldron* and is a humorous tale of action and adventure set in deep space.

It introduces Roger Wilco, sanitation engineer turned space age swash buckler. As luck would have it, Wilco becomes the sole survivor aboard the research ship Arcada and the last hope for his planet, Xenon.

His mission is to search out and destroy the super-sector star generator which has been violently stolen from his vessel, then carry out Arcada's first objective — initiate a new star for his dying planet.

Kings Quest III and *Space Quest* will be available in July for a wide variety of computers including Apple II series, GS and Macintosh, Amiga, Atari ST, IBM PC series and MS-DOS compatibles. The suggested retail price is £24.99 for Atari ST and £29.99 for all other systems.

Activision are releasing two *Sierra On Line* titles.

Sierra has built on enviable reputation in the states for fantasy role playing games, with chart hits such as *Kings Quest* and *The Black Cauldron*. The first two titles being released in the UK by Activision are *Space Quest* and *Kings Quest III*.

Kings Quest III as the name suggests, is the third in the *Kings Quest* adventure series that has proved immensely popular Stateside.

Featuring the 3D animated graphics included in *Kings Quest* takes place in the kingdom of Daventury. The player must help Gwydion, slave to an evil wizard overcome his servitude and perform brave deeds, sail the seven seas with a band of merry sailors, and come face to face with Medusa and the Abominable Snowman.

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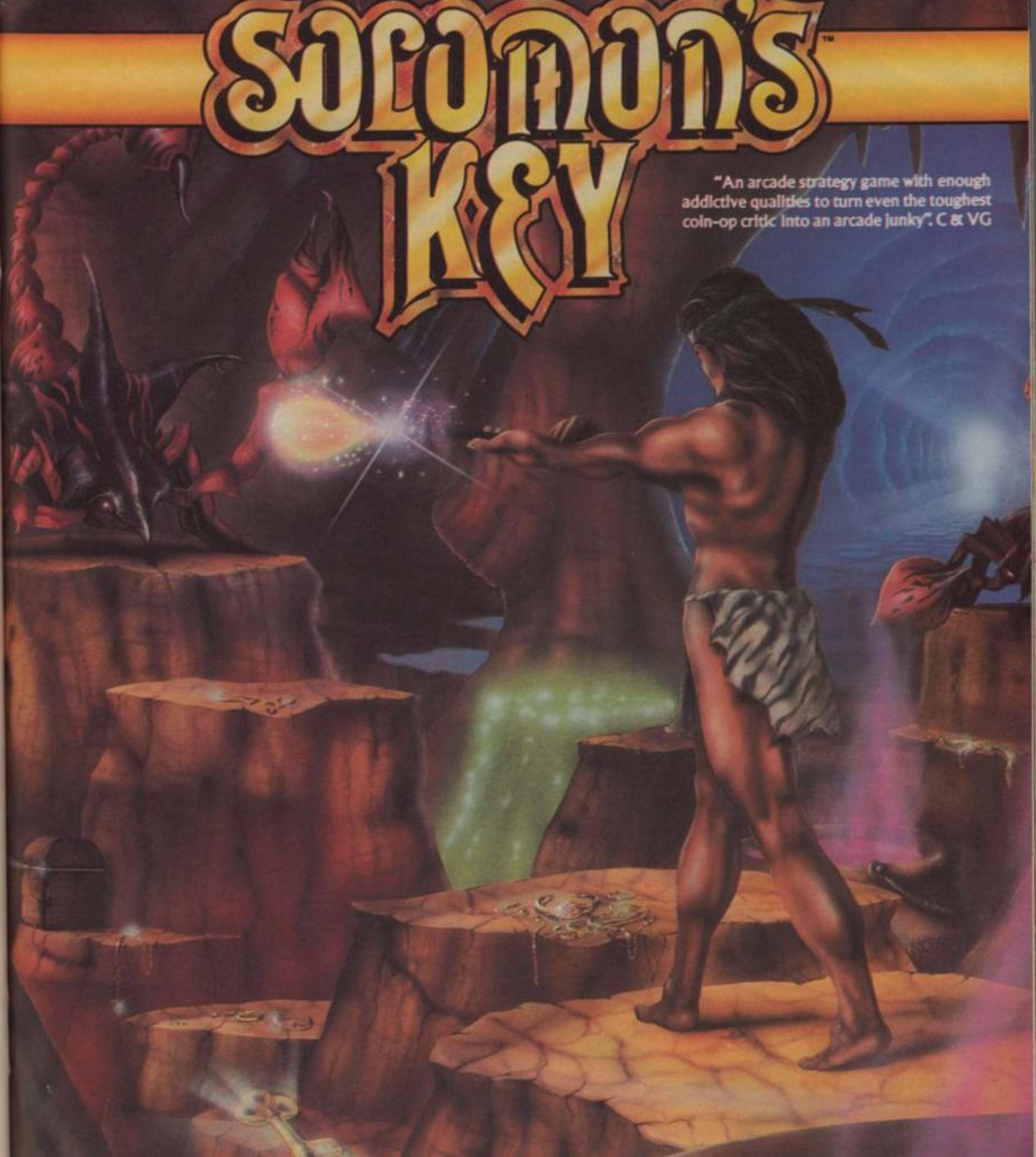

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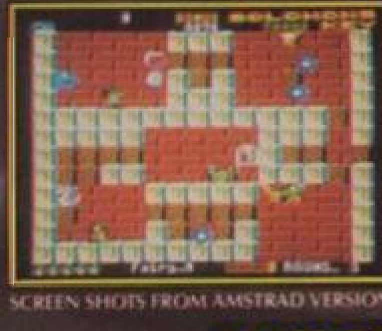

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ADVENTURE preview

RIGEL'S

What is it like struggling to make the grade in the competitive world of adventure software? How does one go about setting up a full-time business, and what are the pitfalls?

Over the past year, Keith Campbell has been following the progress of two adventure enthusiasts who have created Smart Egg software, and reviews their first big game — *Rigel's Revenge,* a budget adventure from Mastertronic.

Nigel Brooks is not only an adventure enthusiast he is a businessman. A couple of years ago, he decided, together with his friend Said Hassan, to write adventures for commercial sale.

As boys, Nigel and Said were friends at a Prep school in Purley, when both their families moved home. It was quite by chance that theymet up again at the age of 11, at Brighton College.

Said went on to obtain an A-level in Computer Science, and then spent a year at Hatfield Poly before dropping out and deciding further study was not for him. He got a contract in a telesoftware project at Brighton Poly, developing software for transmission to local schools. At the same time, he was writing educational software on a freelance basis, for Letts Dairies. But O-level revision subjects on the Beeb and Spectrum are not great money spinners, Said discovered, and so more and more he spent his spare time doing what he enjoyed most — playing adventures.

Meanwhile, Nigel, too, had a Spectrum, and a copy of the *Quill*. He tried out a few ideas using it, and showed the results to Said. Said liked what he saw, but they both agreed that The *Quill* had too regimented an approach. So Said, by now an accomplished machine-code programmer, went ahead and developed his own Adventrue system.

Nigel, unemployed, decided to set up in business as an adventure software company. He looked into the Enterprise Allowances Scheme, and discovered it was possible to get a weekly payment of £40 for a year, plus free counselling. But first he had to demonstrate that he had a sound business idea, and that he could lay his hands on £1000 to support the business, if and when it became necessary.

Nigel being strong on knowledge of adventures, had little difficulty in persuading the powers that be that he knew his subject well enough to make a go of it. He and Said have definite views about adventurers, and how they will go about writing them. Preferring text only, they believe that graphics detract from a game unless they are of really high quality.

The Pawn's graphics, they think, ae well justified, and although they see the development of Level 9's system as having gone so far in terms of technical expertise, that the system *now rules the game*. So, accepting the need, commercially, for graphics, Smart Egg's would be 'different'.

But knowledge of the primary subject alone is not enough to run a business, and so when Nigel's proposed company was accepted under the scheme, he took a number of short courses to help with the business side — such as finance and marketing.

Consistency in an adventure is one of the priorities of Smart Egg, and that means objects clearly visible must be supported in the program. Their parser accepted two-word input, and they decided to test the mettle of their system by recreating Colossal Cave — with a few variations — on a Spectrum. Their next step would be to upgrade the parser from two to three words, but possibly no further, since they feared that the cost of supporting the extra words to maintain consistency might limit the games themselves.

Although it was not thier original intention to publish 'Adventure' (their version of Colossal) they were so pleased with the end result, that they offered it on mail order themselves, at the same time approaching a number of publishers, and sent out review copies. Typical of the replies received was one from Audiogenic, which, perhaps predictably, concluded that the Crowther and Woods game had been done to death. Nevertheless, it expressed an interest in any future adventures the pair might come up with.

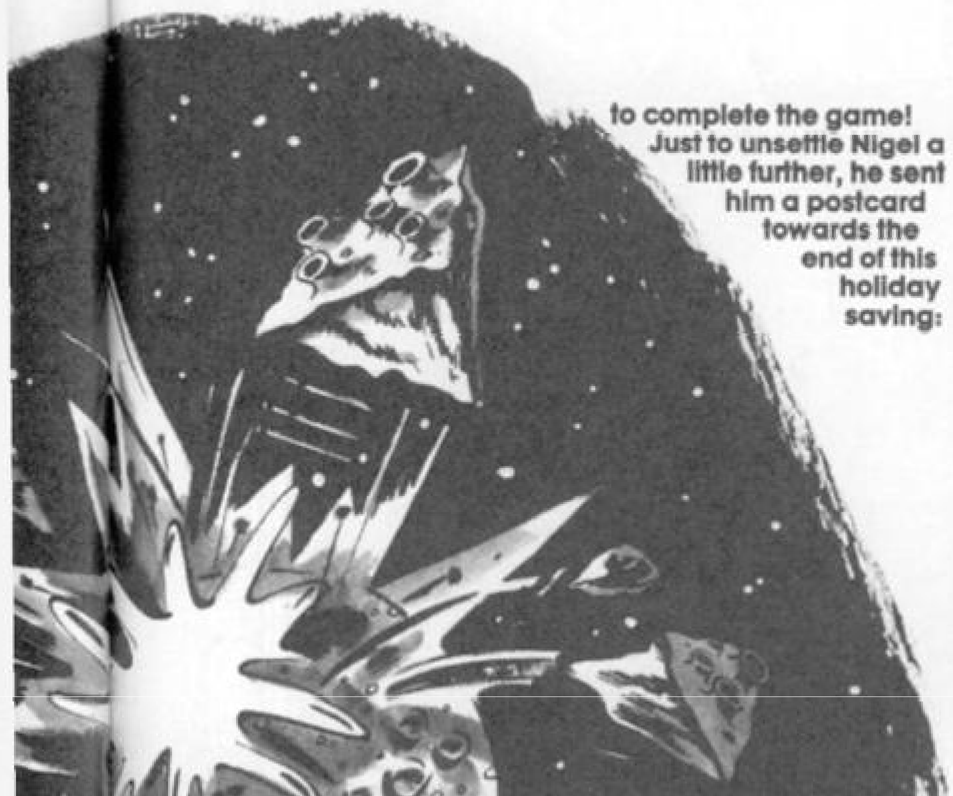
More encouraging, however, was the reaaction of Mastertronic. Again, none too interested in 'Adventure', Mastertronic was so impressed with the *way it performed, they sent* Nigel and Said a storyboard to evaluate, with a view to producing the adventure for them.

Good news was soon to follow. Interceptor Software accepted 'Adventure' for publication on their Players budget label, and Mastertronic gave the go-ahead for them to produce *Rigel's Revenge* — the storyboard they had been evaluating. Plans for writing their own adventure, already storyboarded and ready to roll, would have to wait, for here was an opportunity too good to miss. Nigel set off to visit the two firms, to *ascertain* projected sales figures and likely returns, and negotiate the contracts.

When I visited Smart Egg for a progress report, Ross demonstrated his graphics in a preview of *Rigel's Revenge*. they were truly impressive in concept. But for Nigel and Said, there was something of a crisis in the air.

The Mastertronic contract deadline for the Spectrum version was two days hence. It was ever so nearly

REVENGE



ready, but Said was booked on an evening flight from Gatwick the following day, for a fortnight's holiday in Yugoslavia. Said worked all through that night — a 25-hour stint in all — and failed to complete the game! Just to unsettle Nigel a little further, he sent him a postcard towards the end of this holiday saying: "Decided to stay on for another fortnight." He was joking, of course!

It was now mid-May and with *"Adventure"* on the market for a good few months, the quarterly royalty payment from Interceptor was well overdue. Phone call after phone call elicited a multiplicity of reasons, execuses, and procrastination. Nigel was getting bitter about it: "I begin to see now how people in the computer games business become millionaires — by *not* paying any royalties!"

It took a lot of chasing, and Nigel really had to make a nuisance of himself, before he got a cheque — for a mere £183. "I know they've sold more copies than that, but they now say their policy is not to pay until they have been paid by the distributor." Nigel has become very knowledgeable about the form different companies' contracts can take, and what to look for in them, as a result of his experiences.

"Can you see the day when you will be able to live on the business?" I asked, knowing that anytime now, the Enterprise scheme allowances would be running out. Nigel was philosophical. "No business can really expect to make a profit in its first year," he said, "It takes time."

Patience and a modest financial investment certainly seems to have paid off for Smart Egg. After a year or so establishing themselves in the Adventure world, things do at last seem to be gathering momentum for them.

► REVIEW

- ► **SUPPLIER: MASTERTRONIC/ SMART EGG**
- ► **MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD AND ATARI**
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The Rigellian war raged. Harper dropped down from the scoutship. An nearby explosion ripped off his night-sight goggles, plunging him into darkness. Nearby, a moan emanated from Elliott, lying mortally injured.

"The Rigellians have a doomsday device. They plan to use it to devastate the planet if they lose the war." He urges Harper to find and destroy the device. He is halfway through telling him how, when he dies . . . .

Harper finds the town in ruins, in the grip of war. Shattered flexiglass from the dome which once enclosed the town lies everywhere. Rubble, barricades, and broken windows are all around. He sets off in search of the device, first, of course, getting anything he can lay his hands on, that might help him in the task ahead.

The graphics are not merely representations of the locations — they actually contribute to the game. For example, examine a door that has you worried, and you will get a couple of pictures — a distance shot, and a close up of the handle revealing a trap. All instantly displayed, and removed from the screen for the resumption of text play.

The problems are there, and although some take a bit of thinking about (the first one had me worrying for at least five minutes!) none of them are too difficult, and the vocab and alternative commands allowed do not frustrate the solving process.

Some of the replies have a footnote reference to them (shades of Infocom!). Type in FOOTNOTE 2, and you will get advice to write to an Adventure Helpline, if you can't solve the problem in hand! The way this is handled is yet another example of what sets the game apart.

Despite its somewhat grim theme, a sense of humour soon becomes apparent, when, for example, Harper gets lost in the desert. There is obviously a clue in the sand that will help get him back to town — but EXAMINE SAND does not give it.

The game has a RAMSAVE and RAMLOAD facility, as well as tape. Despite being non-Quilled, there is so much held in memory, that the adventure comes in two parts, and data must be tape saved to move from one to the other. Once into part 2, however, a restart is possible with that part, without having to reload the saved data.

The character set is very clearly legible, displayed as white on black, adding to the very professional performance of what must be one of the highest quality budget titles ever! The only thing lacking is its price — at £1.99 it's a snip. If Mastertronic continue to release adventures of this quality at this price, they could well revolutionise the cassette-based adventure market. Go out and buy it!

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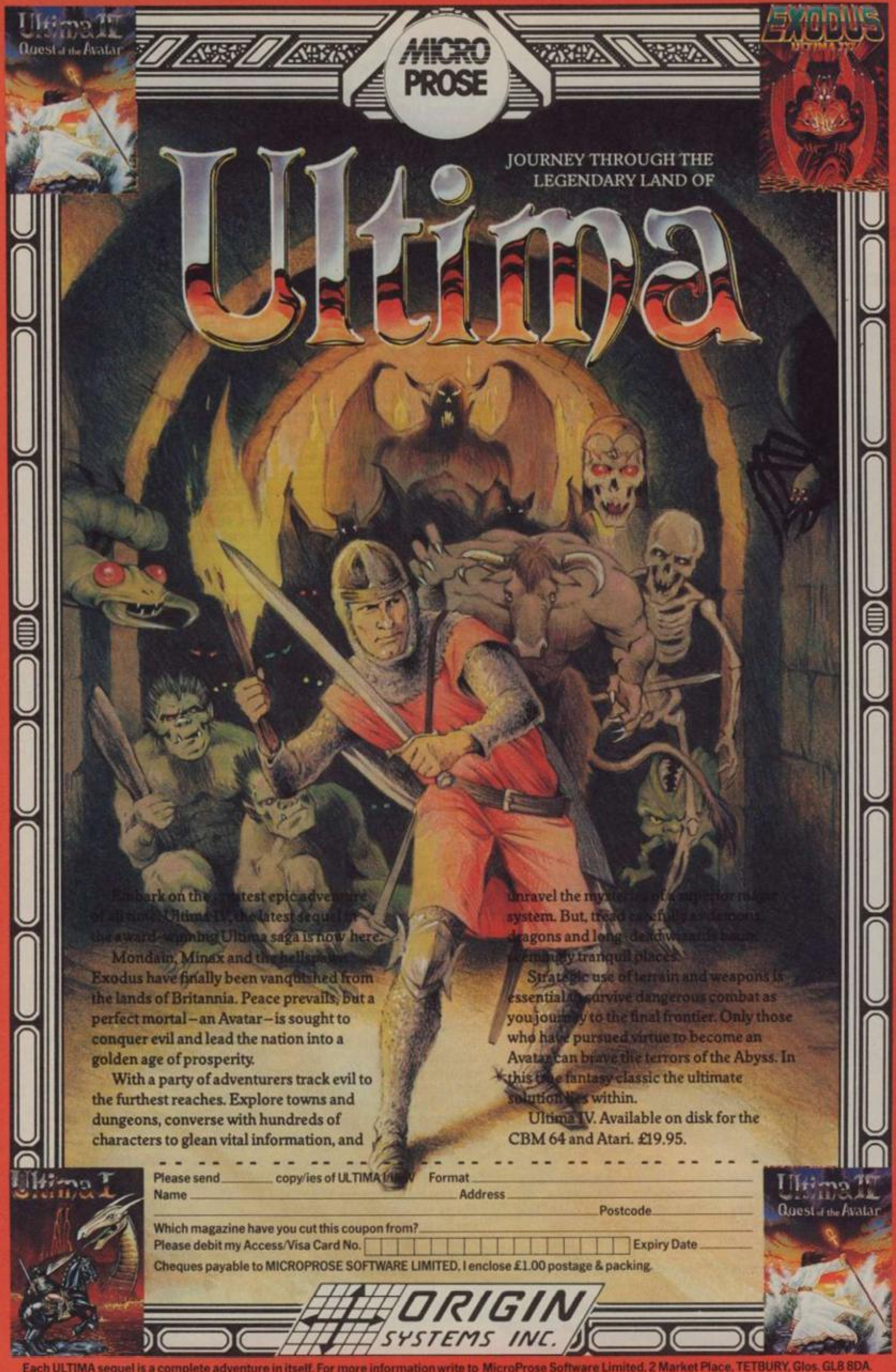
C+VG HIT!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ADVENTURE helpline

Here it is. The one and only Adventure Helpline. THE place to get ALL the hints, tips and solutions you could possibly need. Need a helping hand? Then check out KC's all purpose problem page!

Every month the Helpline mail brings a diversity of problems usually centred on a 'moving window' of currently popular games. But every now and again, it seems, perhaps telepathically, a whole host of adventurers gather around one problem, and stare at it in amazement. This month's most baffling problem is: How do you get past the she-bear in *Colour of Magic*?

This adventure is proving difficult all around. *Geoff Hale* from Barcome in Sussex, doesn't know what to do next, having rescued Twoflower and bought a horse.

And then, of course, there's always the odd plea for something really off the beaten track. Like that of *M. W. Nesbit* of Redhill, who can't open the chest, nor use magic in Firebird's *Runestone*. Who can?

Most adventures these days are available for a range of machines. Occasionally, they vary slightly from one machine to another, although if so, the solution is roughly the same. However, it is not possible for us to play every version of every game to check out the clues sent in by you, and those that we glean ourselves.

Thus we came unstuck recently, in giving advice on how to deal with the tramp in *Spytrek Adventure*. It seems that a bug in the C-64 version, makes this problem more difficult than it should be, if not impossible.

Phil Wight was puzzled about the holy door message in *Rebel Planet*. Pauline Garrett of Andover comes to his rescue with this explanation: "The message refers to the five balls on an arch above a temple doorway. If you ignore the first and last, you have 000. Strike the middle, gives you 010". But David Irwin suggests the opposite. He reckons its means 101, the binary number 5. Well?

Ragnar Tomquist was desperately trying to find Gramps, and this month *Uwe Recknagel* comes to his rescue, with a clue for *Tass Times*. But Uwe can't get to kill Franklin Snarl — can anyone help him give this arch-baddy his come-uppance?

Darren Sellwood of Blackpool, is playing *Return to Ithaca*, and is trying to avoid being captured by the native with the wax figurine. Sounds like a problem that will soon melt away, once C+VG adventurers put the heat on it!

The Sydney Affair is causing *Ian Tustin* of Northampton some heartache. Ian is usually quite content plodding through adventures, but he just had to put pen to paper about this one. Every time he seems to be getting somewhere, it comes up with the irritating message: 'Hey Boss. Wake up' "Can you explain this?" asks Ian. He has only one suspect, an R. Renard, and is disappointed that Infograme doesn't supply an address offering help to their customers.

Where is Mr Video after the meeting in the arcade? What is Cracker's gelignite for other than suicide? And how can you get rid of Italians before they get rid of you? All these questions are puzzling *Jakob Sloth* of Denmark, playing a very dodgy game of *Dodgy Geezers*.

Who can help *Eddy James* to stop the professor shooting Leslie at the end of Redhawk?

Mike Thomas of Caerphilly is playing *Frankenstein*. Everything about the game is great, he thinks, bar the response time, and the fact that he doesn't know what do you do in the blocked off ice-crevice, with the vague shadow behind the wall?

Finally, help needed of a different king! Come in *Dave Ovens*! You kindly offered maps for *Bard's Tale*. We not only failed to print your address, to make matters worse, we have now lost it! Write and let us know where you live, Dave, and if your offer is still open, we will repeat it!

Before I go, here's advance warning that the Adventure Helpline will once again be waiting to meet you and help with your problems, at the PCW at Olympia. The show runs from 23rd to 27th September (first two days trade and Press only). More details in the next issue!

ADVENTURE clues

Thanks for the help with month to: William Hern, Aberdeen; Matthew Conway, Lambourn; Pauline Garrett, Andover; Uwe Rechnagel, Bochum, W. Germany; Jakob Sloth, Ringkobing, Denmark; Eddy James, Sunderland; Mike Thomas, Caerphilly and Marco Andreoli, Turin.

INCA CURSE:
To open the panels, throw the gold bar, and then use the key.

SOULS OF DARKON:
Put the crystal in the fountain.

IMAGINATION:
Become a black belt by colouring a cord — then practice your new Japanese skill to advantage!
To pass the dogs, give the map to the woman in the tower, then drop the chips on the airfield.

DODGY GEEZERS:
Can't get into the Swordfish Club? Cor, John, strike a light! Keep buying rounds in the club, until Soapy staggers away.

TERRORS OF TRANTOSS:
Lobo must stand on a slab and drop a boulder, to raise the portcullis.

Insert staff into hole, to open the crystal lid.

Rune translation lessons take place inside the temple!

TASS TIME IN TONETOWN:
Gramps is in the tower on the island. Free with a zagtone.

KAYLETH:
Spin bar by mokki-ray. The tablet azap takes you to a dime.

The coin is in the ruins of the citadel — use AZAP code AKN.

REDHAWK:
Vase is in warehouse — give it to the curator.

The librarian only knows three addresses.

FRANKENSTEIN:
To leave, sit down and wait!

BUREAUCRACY:
Print in mail order — read vertically!

STATION FALL:
Village access is a pressing problem.

THE LURKING HORROR:
A meal is the key.

THE INSTITUTE:
To pass the green man, drink at the stream, and drink a lot!

ADVENTURE round-up

The Three Musketeers

- **SUPPLIER: COMPUTER NOVELS**
- **MACHINES: COMMODORE 64/128, CASSETTE**
- **PRICE: £9.95**
- **REVIEWER: KEITH**
- **QUICK-GUIDE RATING: 4**

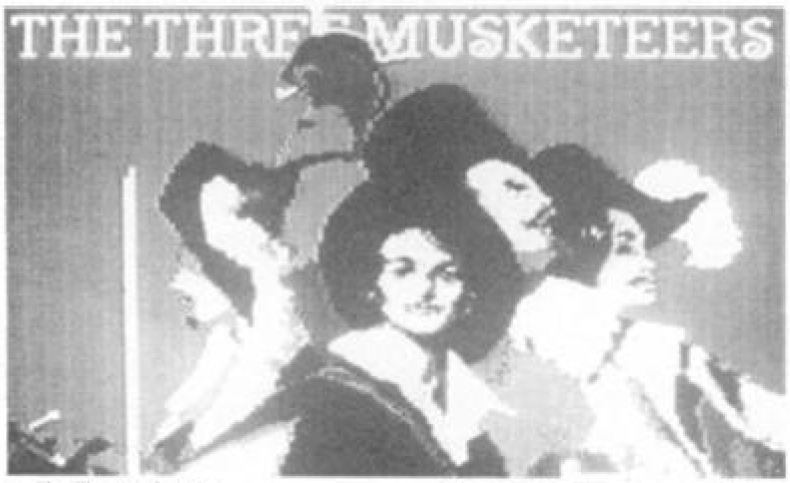
Not so much an adventure as a multiple-choice novel, the story concerns your mission to deliver a letter to England that will prevent the Queen from being discredited by Cardinal Richelieu for giving the Duke of Buckingham some diamonds.

Text narrative alternates between choices and action. These are in most cases displayed sequentially, and selected by pressing RETURN. In some cases, the range is limited to a choice of two actions, and those presented are rather contrived. For example, when charged with your mission, do you rush off by jumping out of the window, or hurry through the door?

Very little gameplay is somewhat offset by some effective graphics, in most cases digitised from photos.

There is a terrible dirge that accompanies the whole game, but this can easily be turned off, and probably will be.

It is not an orthodox adventure.



▲ *The The Musketeers*

Inferno

- **SUPPLIER: VANADIS SOFTWARE**
- **MACHINES: BBC DISK**
- **PRICE: £14.95 inc P&P: MAIL ORDER FROM: 37 JEUNE STREET, OXFORD**
- **REVIEWER: JOHN 'LOONY' YEATES**
- **QUICK-GUIDE RATING: 8**

Go to hell, say Vanadis Software! You've been dumped in Dante's Inferno, and must get out. Dante's map of Hell is provided, but the scientist who dumped you there says it's out of date. (I didn't know Hell had been redesigned!)

Two flippable 40-track disks sounds like a lot of adventure, until you discover that it's been written with GAC, and it's split into four parts. That means you get pictures (yaay!) but also that the games are smaller.

The graphics are most jolly, I never knew Hell was so colourful! Unfortunately, there doesn't sem to be a way of killing them, despite the fact that GAC supports this feature.

Inferno has quite long atmospheric descriptions (maximum 255 characters), vocabulary is adequate, and a list is even provided. It is a pity, though, that you can't SAY (answer) but have to ANSWER (answer). The text at the start of part one suffers badly from typos; another bad point is that some commands simply have no response whatsoever. And there is a bug in part two — do not press COPY.

With a few humorous moments, on the whole *Inferno* is one of those SERIOUS adventures.

Dusk over Elfinton

- **SUPPLIER: VIDEO GAMES**
- **MACHINE: SPECTRUM 48K, CASSETTE**
- **PRICE: £2.95; MAIL ORDER FROM 1 GLANWORFYDD HOUSE, RHOSAWWAN, AWWANFORD, SA18 1DP**
- **REVIEWER: MATTHEW**
- **QUICK-GUIDE RATING: 6**

Walking down a quiet alleyway, your eye catches the reflection of the moon on a broken mirror. On closer inspection, a ghostly apparition is seen, which beckons you into another world.

It all starts off in a library, and from here you venture into numerous *Quilled* locations. A two-part game, the first involves the retrieval of an orb, whilst in the second you continue adventuring around Elfinton.

The problems entwined in the game are often quite hard, but not too difficult. The vocabulary is fairly standard and there is no real trouble in trying to find the correct phrase required.

Not exactly my cup of tea, but a good problem solving exercise.

Treasure Island

- **SUPPLIER: MASTERTRONIC**
- **MACHINES: COMMODORE 64/128, CASSETTE**
- **PRICE: £1.99**
- **REVIEWER: KEITH**
- **QUICK-GUIDE RATING: 2**

I suppose this could be called an adventure, since it involves text input, but is very strange, and not very playable. To start with, play is in real time. Movement is by walking in a set direction.

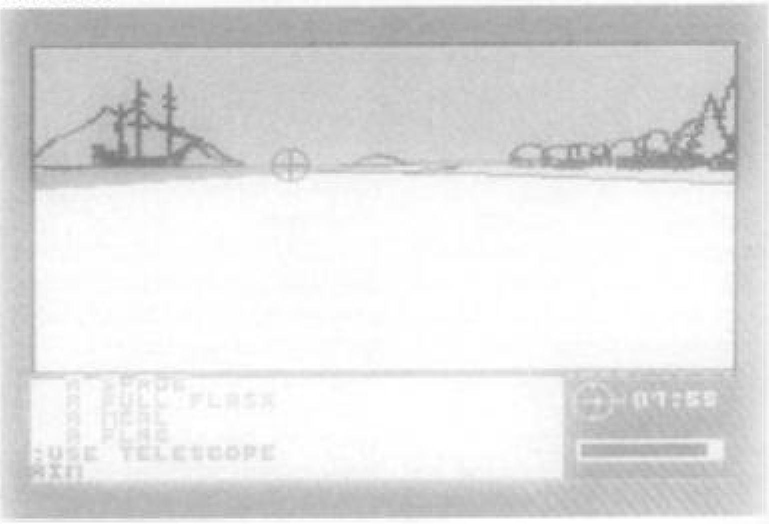
Vocabulary is fairly minimal, as are the text replies, and often, entering a direction such as NORTH, which I reckoned would turn me the right way before WALKING, met with a "Which way's that?"

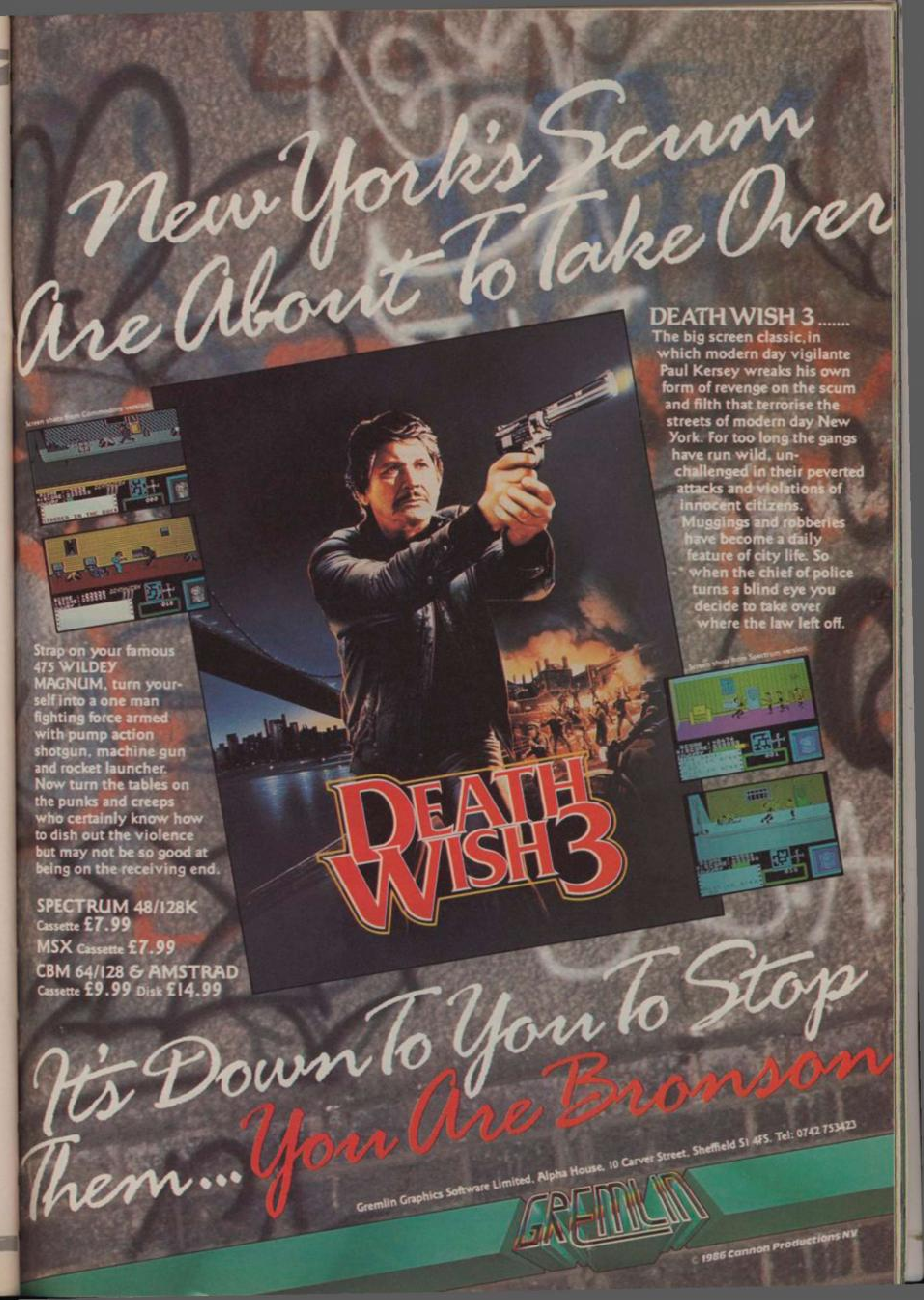
A TELESCOPE command puts a cross-hair on the screen, which can be aimed at anything in view for a graphic magnification. Well, anything that is in the same horizontal plane as the cross hairs, for they can only be moved left and right.

Pictures can be turned off, in which case it seems you are almost playing in the dark, for WALK brings no response at all.

The inlay expands, and has comprehenvisve instructions, but sadly that telescope is needed to read them!

Treasure Island ▼




New York's Scum
Are About To Take Over
Screen shots from Commodore version
DEATH WISH 3
Screen shots from Spectrum version
It's Down To You To Stop
Them... You Are Bronson
GREMLIN

DEATH WISH 3.......
The big screen classic, in which modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of modern day New York. For too long the gangs have run wild, unchallenged in their peverted attacks and violations of innocent citizens. Muggings and robberies have become a daily feature of city life. So when the chief of police turns a blind eye you decide to take over where the law left off.

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ADVENTURE reviews

KNIGHT ORC

- **SUPPLIER: RAINBIRD/LEVEL 9**
- **MACHINES: COMMODORE 64, ATARI 800, AMSTRAD CPC, AMSTRAD PCW/CPC, ATARI ST and AMIGA**
- **PRICE: £14.95 (cass + disc) ST AND AMIGA/£19.99**
- **REVIEWER: KEITH**

A band of orcs, cornered in the cellar of the Orcs Head Tavern, has challenged Sir Cecil to a Fight of Champions. Under the rules of the contest, provided their own Champion remains behind to fight, the rest may leave. And flee they do, leaving you, Grindleguts, the most drunken of the bunch, to the tender mercies of the joust. Just to make sure you enter the spirit of the thing, and don't escape or fall off your steed, they have tied you to it!

Meanwhile, with the Orcs Head Tavern Ladies' Bowling Team in hot pursuit, the band of orcs demolish the bridge spanning the chasm leading to Orcs Head Tower. Your job in Part One is to make a rope long enough to get across the chasm — and that's a lot of rope, believe me!

Knight Orc is a single game in three parts, and the first part is really provided to help the player explore the way the new adventure system works. Parts Two and Three are the real guts of the adventure, in which you learn to use magical spells, recruit followers, and escape.

To be successful, you must act like an orc. So what are orcs really like? According to the manual, they are pungent people of elvish stature, with the charisma of blow flies and the appetite of gannets. They are particularly cowardly, too. In the game it usually pays to run like hell.

The orc philosophy, in a nutshell, 'disgusting is beautiful', runs throughout the game, and provides much of the humour. EXAMINE URUK, for example, produces information that he is a trollish creature of great pungency, and those familiar with the habits of the Uruk-hai, pronounce the word by gathering a mass of phlegm and gobbing it as far as possible!

But back to the plot. The joust over, and given up for dead, you crawl out of a comfortable pile of garbage, to go in search of anything that will join together to make an extended rope. Like the halyard on the flagpost, the hawser in the well — even the very robe the hermit is wearing and a bit of cord supporting the lid of a chest.

The countryside is scattered with an amazing amount of gold treasures — not the objects of your attention in this game, except insofar as they may help to distract the local population who are thirsting for a drop of orc's blood. There are plenty of them, too, like Boadicea, Odin, Muscleman, The Liquidiser, Kris and Denzyl.

Movement is through normal direction commands, but, unless you prefer to, there is no need to painstakingly make a map, or to issue a series of directional commands to get to a particular destination. If you type GO TO CASTLE then all the replies you would have received in typing in each move separately, are displayed, until either you reach the castle, or can go no further due to some obstruction. Alternatively, you can RUN TO CASTLE, and merely arrive there, or even ask someone else to go and carry out whatever chore you have in mind, whilst you get on with something else. Mind you, that's not to say they will co-operate, for some of them have a decidedly stubborn streak! In fact, Denzyl is the only controllable character in the first part.

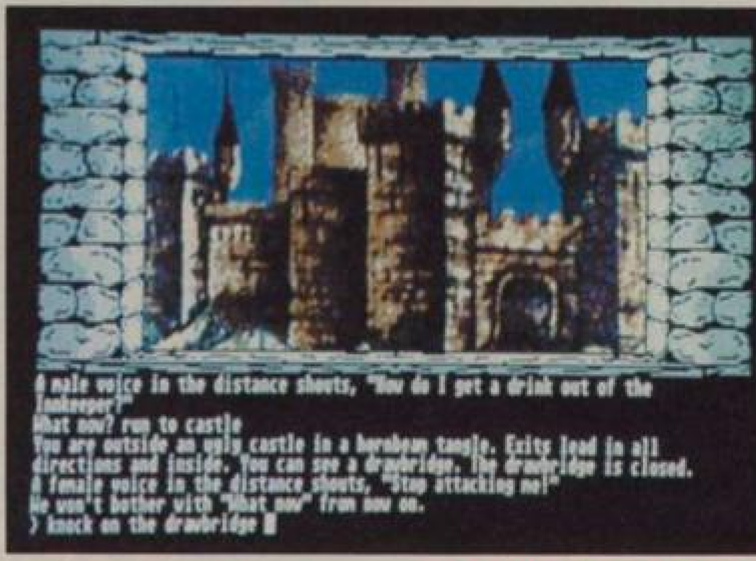
Not all versions have graphics but the bigger machines do.

In Part 2, things become very strange, for two parallel worlds exist — the ancient and the modern — both extremely similar yet intriguingly different.

With the game comes a 36-page manual containing full instructions, and a novella. I can usually take or leave a novella. So often they consist of so much contrived drivel to lend a degree of credibility to the game plot. But The Sign of the Orc is really amusing, and is a good read in its own right. It really IS useful, too, for the game starts where the story ends, and so you feel you know many of the characters when you start playing.

Here is an adventure that is like nothing you've ever played before.

▶ **VOCABULARY**	9
▶ **ATMOSPHERE**	8
▶ **PERSONAL**	9
▶ **VALUE**	10



```
A male voice in the distance shouts, "How do I get a drink out of the
innkeeper?"
What now? run to castle
You are outside an ugly castle in a hornbeam tangle. Exits lead in all
directions and inside. You can see a drawbridge. The drawbridge is closed.
A female voice in the distance shouts, "Stop attacking me!"
We won't bother with "What now" from now on.
> knock on the drawbridge █
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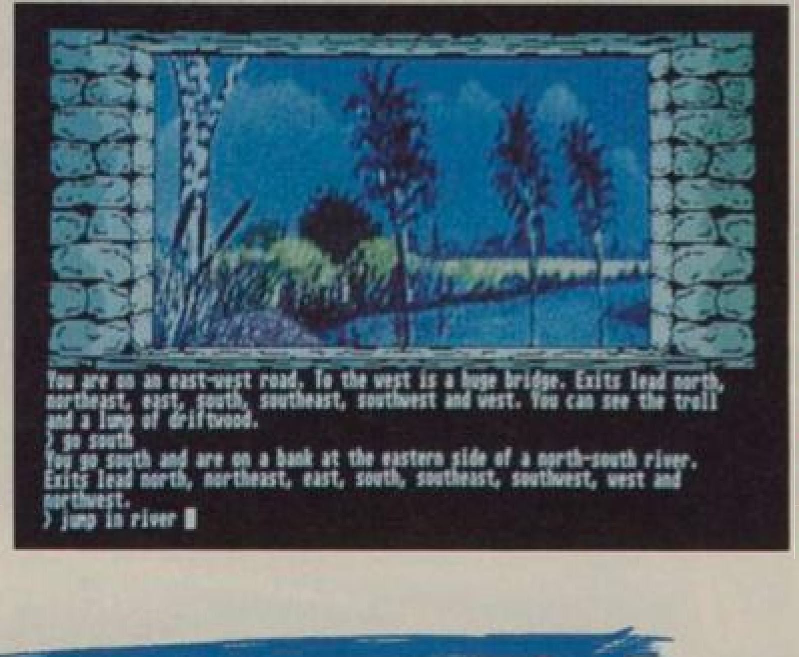


```
You are on an east-west road. To the west is a huge bridge. Exits lead north,
northeast, east, south, southeast, southwest and west. You can see the troll
and a lump of driftwood.
> go south
You go south and are on a bank at the eastern side of a north-south river.
Exits lead north, northeast, east, south, southeast, southwest, west and
northwest.
> jump in river █
```

LURKING HORROR

- ► **SUPPLIER: ACTIVISION/ INFOCOM**
- ► **MACHINES: COMMODORE 64/128, ATARI XL/XE, AMSTRAD PCW + CPC, ATARI ST and AMIGA.**
- ► **PRICE: CBM, ATARI, AMSTRAD/£24.99; ST, AMIGA/£29.99**
- ► **REVIEWER: KEITH**

On a cold winter's night, with a blizzard raging outside, you find yourself trapped in the computer building of the George Underwood Edwards Institute of Technology. Never mind, you have an assignment to get finished by tomorrow, there is only one other student using the computer terminals, so now is the time to get on with it.

You log into the system, edit the paper on which you are working, but instead, some very strange text fills the screen. Mesmerised by its nightmarish quality, you faint. When you come round, you find yourself clutching a cool, smooth stone with some weird markings on it.

Your colleague, a hacker if ever there was one, comes over to see if you are all right. He diagnoses that your life server has been corrupted and somehow entangled with that of the Alchemy department.

So you head for Alchemy but, with most of the college buildings locked up for the night, your route takes you down into the basements and tunnels that link the various buildings of the campus. Students have been warned not to venture into these parts, for they are old and decrepit, being part of the original buildings that once stood on the site, and held to be dangerous. It soon becomes apparent that something very nasty is going on down there . . .

The first hint that anything is amiss comes when you reach the Aero building, and start to traverse the so-called 'infinite corridor' to Alchemy. A maintenance man is riding a floor waxer, and is determined not to let you pass. But is he really a maintenance man? Come to that, is he really a man? A cold shiver runs down your spine as he disintegrates, and turns into dozens of squealing little creatures who disappear at great speed down the corridor.

Before long you have forgotten about your assignment, and become hell-bent on putting a stop to what seems to be a takeover of the college by an evil life-force.

Very much in the style of a modern horror movie, this is an Infocom shocker from Dave Lebling, whose graphic text makes graphics redundant. It will leave you, more than once, feeling slightly queasy and decidedly uneasy.

I put *The Lurking Horror* on the same level as *Stationfall*, although, preferring science-fiction to horror, purely as a matter of personal taste, I found this slightly less enthralling. If you are into horror, and into adventures, get into *The Lurking Horror!*

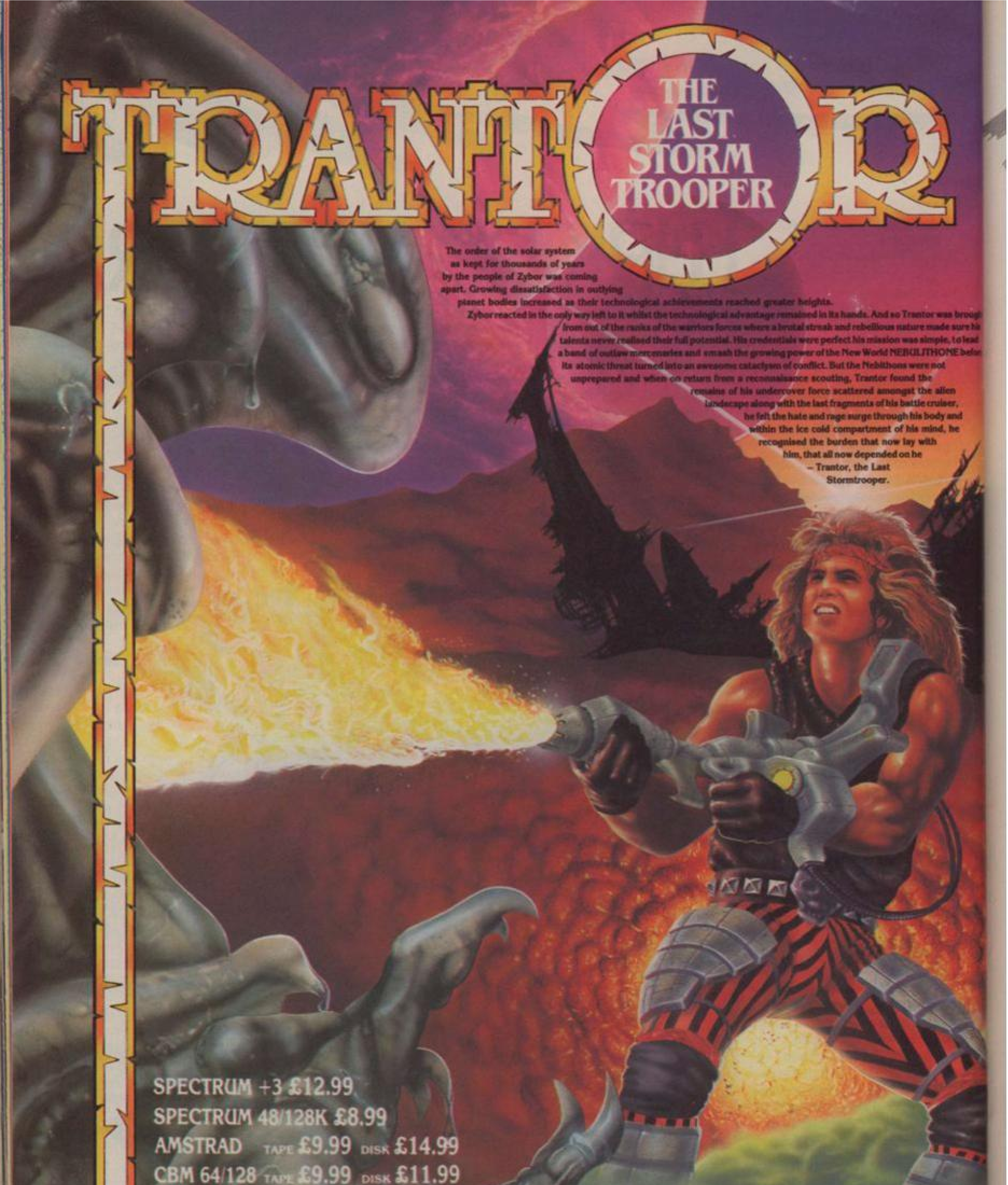
► VOCABULARY	9
► ATMOSPHERE	10
► PERSONAL	9
► VALUE	9

C+VG HIT!

TRANTOR

THE LAST STORM TROOPER

The order of the solar system as kept for thousands of years by the people of Zybor was coming apart. Growing dissatisfaction in outlying planet bodies increased as their technological achievements reached greater heights. Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brough from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure hi talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE befor its atomic threat turned into an awesome cataclysm of conflict. But the Nebithons were not unprepared and when on return from a reconnaissance scouting, Trantor found the remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on he – Trantor, the Last Stormtrooper.



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Screen shot from Amstrad version.

Screen shots from Spectrum version.

GO!

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probe

ADVENTURE

The Fiend....

"Did you read the mailbag pages (July) and Frank Gilbert's wonderful little letter?" asks *Mike Thomas*. "Deary me, he must be rather short sighted if he can't see that yours is THE adventure column! A curse on him for his nasty scribblings!"

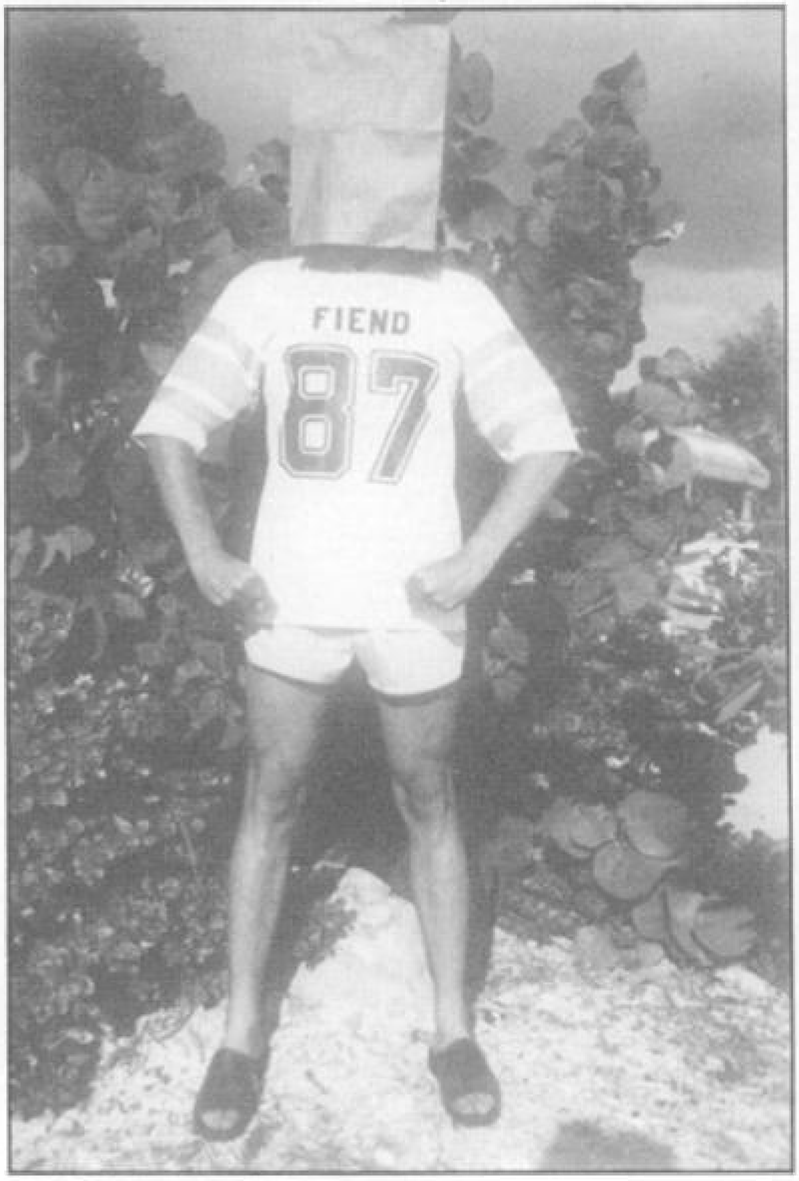
Yes, Mike, I noticed alright. But I didn't worry too much. The editor digs out letters like this every now and again as a pre-emptive move when he gets an instinctive feeling that I am about to ask for a raise!

The Adventure pages in *C+VG* are a forum for adventurers' views, and over the years a number of the more longwinded readers have become household names to regular readers of the column. One such, renowned for his loony letters, is *John Yeates*, a native of Jersey, and an avid follower of *Pimania* in its time.

John still writes, in fact he wrote a review a couple of months back. "But where did it go?" many readers have asked. Having seen it mentioned in the Helpline, no one could find the actual review, and were keen to see what John would come up with when put to the test. Unfortunately, it didn't make it into the available space. Because the game concerned was of a more minor appeal than the others that month, it was consigned to that great pile labelled 'overmatter'. But don't worry — John will be back!

Another who has graced these pages is the ultra anonymous *Faringdon Fiend*. No — we REALLY don't know who he is! But his cutting comments are now being cunningly and constructively diverted away from yours truly.

Ray Fearnley of Heydon, recently wrote taking young Matthew to task over his review of *Savage Island Part I*. Ray felt that Matthew, finding it too difficult to get very far, gave up too soon and thus gave an excellent game a bad rating. So I passed Ray's comments, along with a copy of the game, to the *Fiend*, and waited for the vitriol to pour out.



▲ THE FIEND IS REVEALED!!

One thing can be gathered from the *Fiend's* analysis. The game has lost a lot in conversion from the TRS-80 to the Spectrum.

It also seems to have gained something — bugs! Bugs of the sort that seem to have been created by someone converting the original work, without a sufficiently intimate knowledge of the subtleties of the plot.

So someone has written a letter of complaint. Ha! *The Fiend LIKES* letters of complaint. I should, as I write enough of them myself. So it was with professional interest that I read what Ray had to say about Matt's review of *Savage Island Part I*. Hmmmm. It appeared that he didn't quite agree with Matt's appraisal.

So loading up old faithful, *The Fiend* set out to discover what all the fuss was about. And I would like to say right at the start that I found the game so simple that it completed it within the first hour!

I would like to say this, but I can't, as it isn't, and I didn't! But us *Fiends* are nothing if not stubborn, and turning the full force of my megabrain in its direction, I eventually overcame, finally completing the game with bandanna waving proudly in the breeze. This breeze was the residue of Hurricane Alexis, so beloved of Matt.

So, faithful *Fiend* fans, who was right, complainer or complainee? The case for the prosecution has some merit, as the logical sequence of the problem is well thought out, and if Matt really hadn't fixed the beer/hurricane problem, then he wasn't overly far into the game.

However, *The Fiend* has noticed that most of you humans are not blessed with the tenacity of a *Fiend*, nor the brainpower for that matter, and I suspect that many a poor mortal would be reduced to a gibbering frantic heap by this game!

In my humble opinion (not that I am ever humble) Matt got it right! This may have been a biffo game in 1981, but it pales in comparison with ... ah, but that would be telling, wouldn't it?

User friendly game this is not! Time after time I found myself inputting verbs with the first letter missing because the program decreed, for reasons best known to itself, that I should press ENTER before continuing. And as for the GET ALL command, by all that is fiendish why does the stupid thing insist on trying to pick up narrow crevasses and dark openings, particularly when each try moves the hurricane nearer?

Had parts one and two been packaged together at £7.95, then despite all that I have said, I would have no reservations in recommending it as real value for money. But as it stands, this is one for Scott Adams freaks and software historians.

MUSIC BY MAIL

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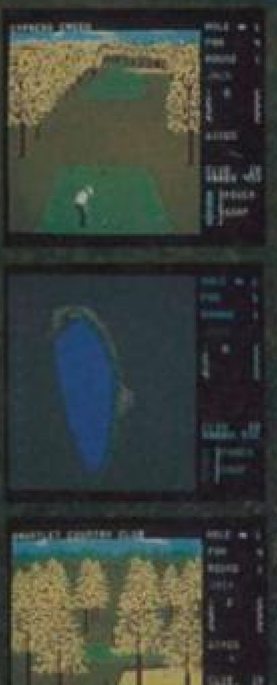

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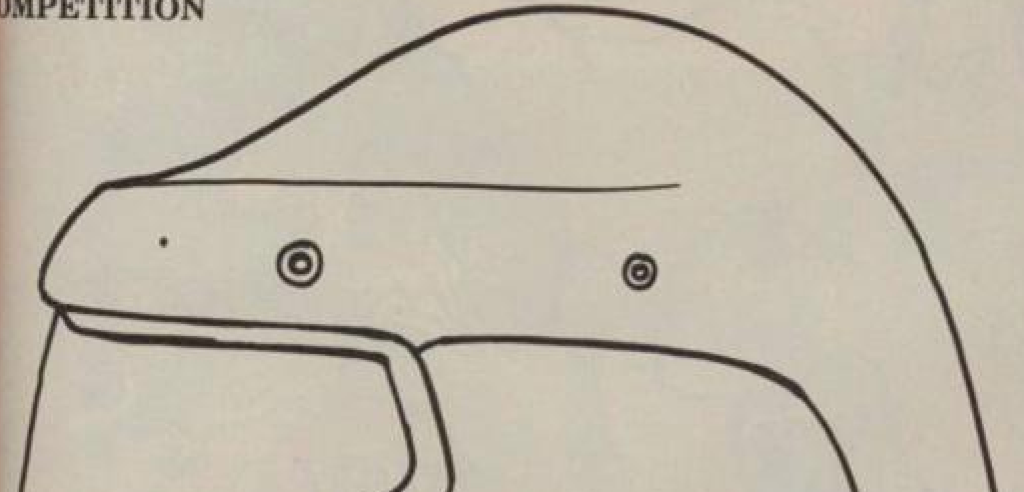

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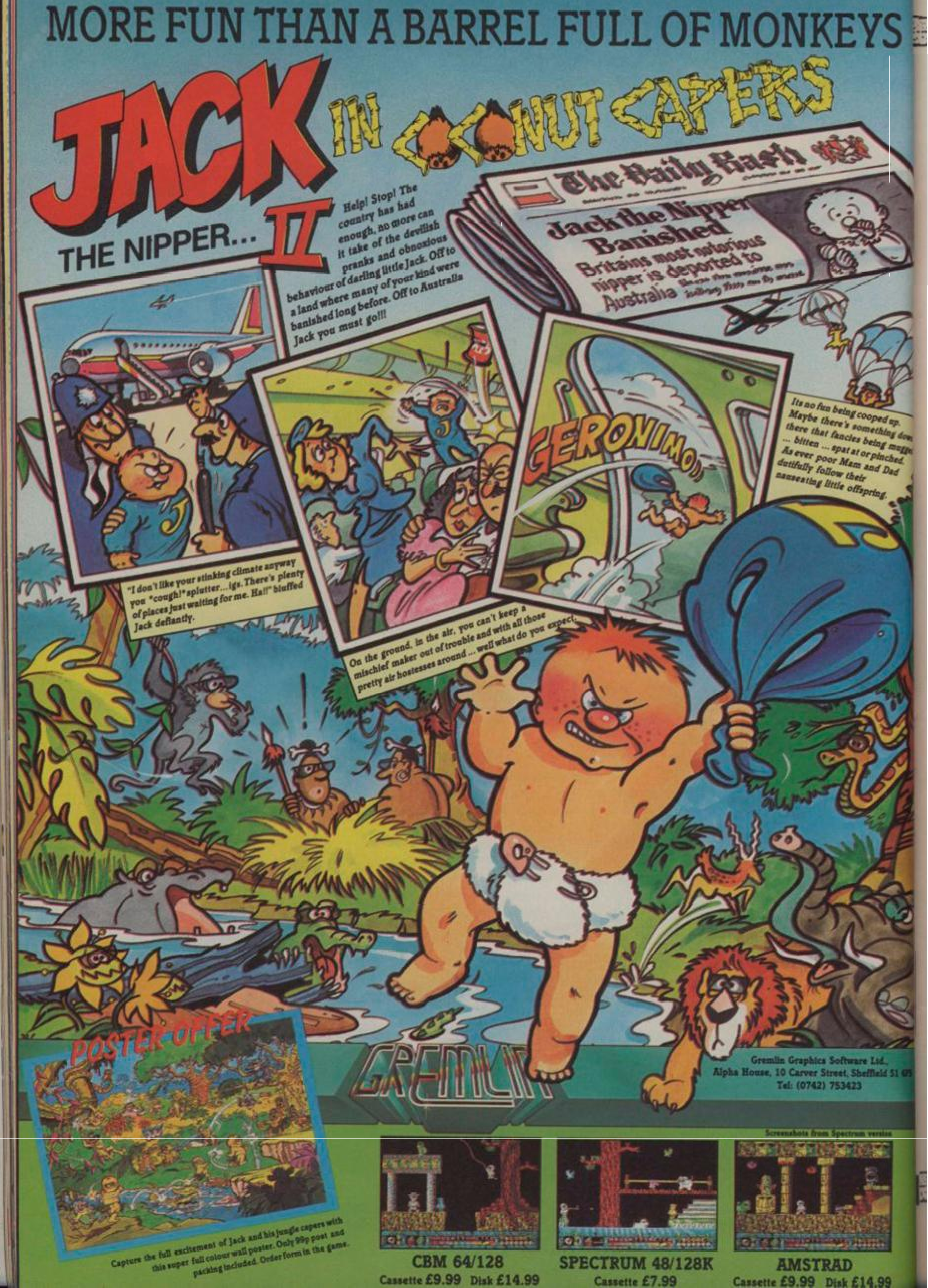
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Rock On

Kerrang! Yeah it's Wayne Bootleg, the thrash wizard, bringing you the latest and greatest metal releases. This issue we look at a great new indie band Fields of Nephilm and an essential new Thrash release. Play it loud!

To begin with this month I would like to thank all the readers out there who wrote in and supported the page. It just goes to show that a lot of people out there have other interests apart from playing computer games 24 hours a day. In fact one person who wrote in has managed to combine both music and computer games to great effect.

The person in question likes to listen to Drokken at full volume whilst blowing aliens away in games like *Elite* and *Slap Fight*. He reckons that the music increases his performance and puts him more in the mood by keeping him on edge. If you decide to try out the combination of sound and shoot 'em up, write in and let me know the results. I'll send a couple of albums to the people who have the funniest results.

Right, we'll move onto the music quiz in the July issue. It came as no great surprise to me that 99.9% of the people who wrote in and answered the question got it right. In fact there was only one wrong answer and boy was it wrong!! The question I set was "Who is the bassist in Motorhead?" and the answer is of course Lemmy Kilminster. Being a kind hearted soul I would have taken Lemmy as well. However, one poor soul wrote in and said the answer *was Wurzle. If Lemmy finds out* I don't think he'd be too pleased!!!!

Anyway the lucky winners of the albums are: Catherine Hughes of Gwent, R. Proctor of Brighton, Diane Fisher of Harwich, Harry Black of London and P. Osborne of Bradford.

Well with that out of my system I'd better get on with reviewing this months selection of albums, which all have at least one thing in common: they are all debut albums.

STATETROOPER/ UNDER ONE FLAG

When Gary Barden resigned his position as vocalist in the Michael Shenker Group, he moved around a bit from band to band and then finally decided to form a band of his own. **Statetrooper** is the result.

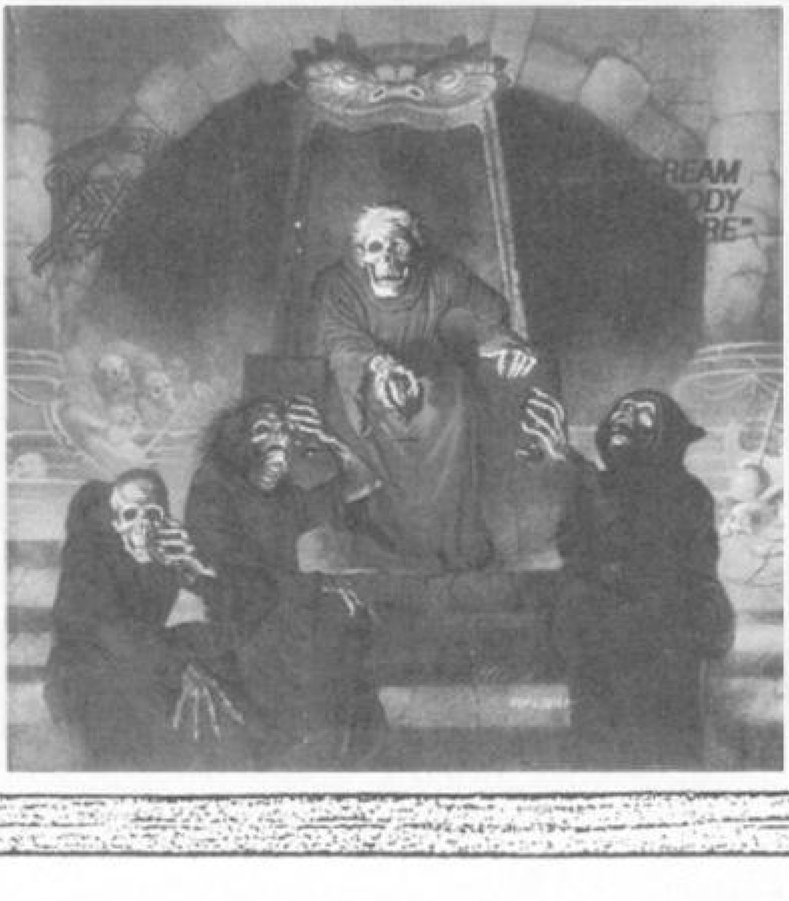
In **Statetrooper** he has gathered together a group of accomplished musicians who produce a very capable form of Heavy Metal M.D.R. rock. They have taken the all tricks of the trade and put them on this album. The album has a freshness, with a clean sound which purposely becomes ragged at the edges. At times the sound reminded me of early *Dio* but then the music would quickly change into a pseudo *Sabbath* type blast. They have a combination of sounds which they use to good effect. This is one of the rare bands which can carry off a ballad as well as a real rocker.

When I read that lead guitarist Martin Bushell had left the ranks, I wondered where they would find someone of his quality to fill the obvious void that he left. However, when I found out that Brian "Robbo" Robertson, ex Thin Lizzy, Motorhead and Wild Horses, had taken his place I was very pleased. If anyone can fill Bushell's shoes Robbo can. It is easy enough to see why he joined as Barden's vocals will complement robbo's guitar playing style and musically this band is ideally suited for him.

Statetrooper is the band's debut album and it is a nice one to get started with. Tracks like *'The Shape Of Things To Come'* which kicks off the album and "She's Got the look" sets out the band's stall. However, my favourites are the closing two tracks, which incidentally are both recorded live, "Too Late" and a tremendous version of the Michael Shenker Group's 'Armed And Ready'

DEATH/ SCREAM BLOODY GORE UNDER ONE FLAG

This band has been around the thrash metal scene for quite a while . . . but in many various forms. In fact they have had more band changes than I have had hot dinners, so I won't go into the different versions of the many line ups they have had in the past! However it will suffice to say that lead guitarist and vocalist, Chuck Schuldiner, was one of the original founder members of the band, has now put together a great trio, which consists of himself plus John Hand on rhythm guitar and Chris Riefert on stix.



This is *Death's* debut album and in my mind it is an instant classic. There are many Thrash bands around at the moment but there are only a few REALLY GOOD Thrash bands. *Death* fall in the latter catagory. This album is vicious and nasty. It packs a meaner punch than Mike Tyson! The album is classy, classic thrash with shrieking shots of short, bursting guitar plus savage vocals. Producer Randy Burns has obtained the perfect Thrash sound and atmoshpere. The tracks seem to mould into one another and it seems like that there are no breaks at all. Listen to *Denial of Life, Sacrificial* and the brilliant *Mutilation* and see what I mean.

I don't know how they are going to beat this with their next recording as they have set a very high standard with this first album. Even the cover is excellent, probably the best I've seen this year.

An essential Thrash buy!

FIELDS OF NEPHILM/ DAWNRAZOR/ SITUATION TWO

I make no apologises for reviewing an 'Indie' band which owes much more to Punk than rock. In fact I have received a lot of mail asking me to review more "alternative" and indie material. This is yet another debut album and like the others band reviewed on this page, the band has played out of their skin.

It is inevitable that critics will compare this band to the now defunct *Sisters Of Mercy*. Whilst it is true that they have the same general sound and lead singers vocal sound slightly like the *Sisters'* old vocalist Andrew Eldritch, the band do have a more western flavour. This together with the use of pieces of tape from "Nightmare On Elm Street" as overdubs gives the band a much more sinister and horrific aspect. Also *Nephilm* have a distinct organ sound in their line up which greatly enhances their musical capacity. The band will be probably be branded as "Goths" for their use of dry ice and black clothes. In fact, I think they owe more to the style of Mad Max than the Goths!!

I really do like the sound that they have come up with. It is given full airing in *Preacher*

Man and in the scary, haunting *Reanimator* where you can imagine a body screaming the lyrics "Reanimate me, REANIMATE ME NOW!!". Really effective stuff.

When the *Sisters* split up I was looking for a band to fill the void they left behind. Wayne Hussey and Craig Adams formed the pop based *Mission*, which are far too commercial for my tastes, whilst Andrew Eldritch formed the unorthodox but excellent *Sisterhood*, that seem to release a record once a decade. Now *The Fields Of Nephilim* are here and the void has now been filled.

GEISHA/ PHANTASMAGORIA/ HEAVY METAL WORLDWIDE

Geisha are a quartet of Danish glam rockers/shockers that try to tread the same as *Wrathchiled*. They rely a lot on their looks, their "Mega-mayhemic phantasmal" stageshow. They also lean rather heavily on their reputation for being obsessed with tribal warefare and warrior like symbolism. They would like to be seen as urban terrorists dressed in Gary Glitter's clothes!!

After listening to their album, it is easy to see why they play a lot upon the aforementioned points. You see the music is little more than mundane pomp rock. Although they try, and try very hard at that, they soon fall into the old rock and roll rut. One point I did like though was the length of the tracks. *Gangland Sector 21* is a full seven minutes long and it is very rare nowadays that you hear a track as long as that. In fact all the tracks on side one are quite lengthy as it contains only three numbers in all.

The band's lead singer, Yenz Cheyenne, stands ouit above al, with a natural voice that would be more suited to Heavy Metal than this Glam Rock. However, what is a miss is the band's lack of style and the over produced sound. I think they would need a complete change of musical direction to produce a good album.

HOLY TERROR TERROR AND SUBMISSION/ UNDER ONE FLAG 10

Once again, an album with a terrific cover, but it also has a great inner sleeve.

The band are a five piece American outift, hailing from Los Angeles, California. When Agent Steel's guitarist, Kurt Kilfelt, left the band he immediately formed *Holy Terror* as he wanted to progress in a new direction. He enlisted various unknowns into the band as well Mike Avalord, ex *Black Widow* as support lead guitarist.

With this album he has progressed from the norm. He has taken the classic elements of Heavy Metal and superbly blended them with the finer points of Thrash Metal. The result is a unique sound which has all the aggression and speed ot Thrash, but the style and technique of Metal. The music is very, very good and the production is superb. The guitar solos actually sound like they are lifted off, up and away from the background music and they are as clear as a bell.

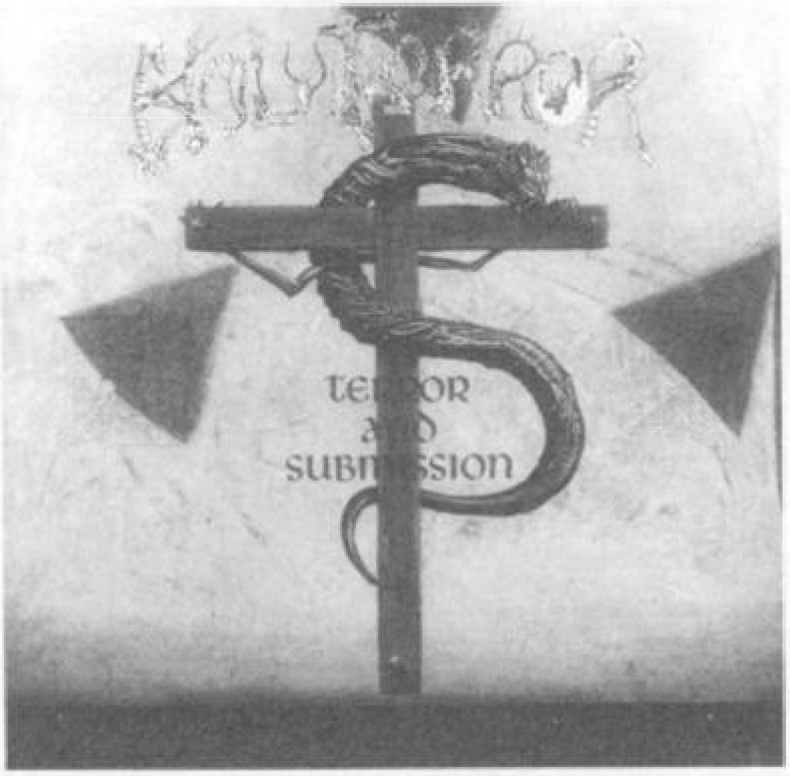
Keith Deen's lead vocals are clear and for once you can understand all the words. This brings me to the one weak point of the L.P. The lyrics are in the same vein as *Bathory* (reviewed last issue) and are all about devil worship and the dammed. They don't vary one iota and I for one would like to see a bit more variation, to see if they can produce lyrics in a different vain.

Overall though this is a tremendous debut album, the musical quality of the band speaks louder than the words. This album is a real pleasure to listen to.

WIN AN EAR BASHING!

Yes, as in previous columns, you can win a copy of one of the albums above by answering a ridiculously easy question. All you have to do is let me know who is the lead singer of *Anthrax*. If that's too hard, there is an album to the person who gives me the wrong answer, but sends it on the postcard which is in the "Worst possible taste".

See ya in two months and don't forget to keep headbanging!!



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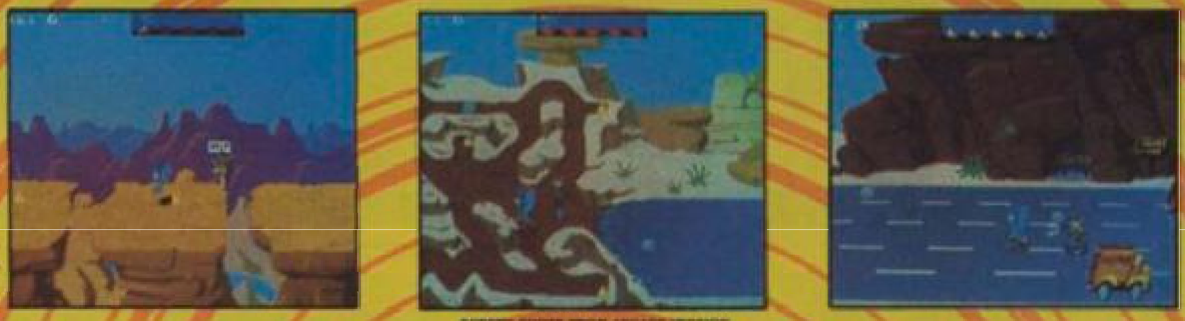

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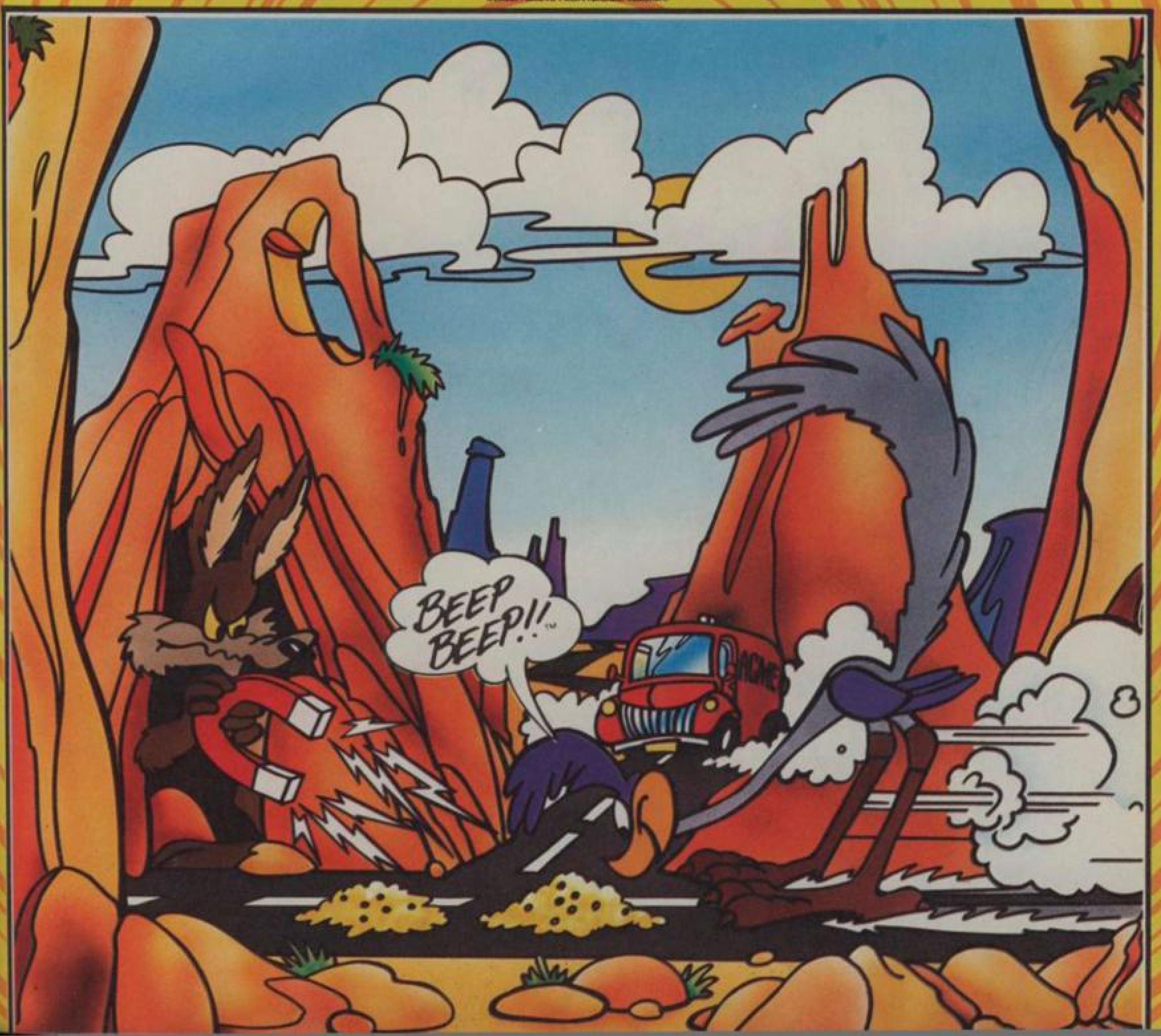

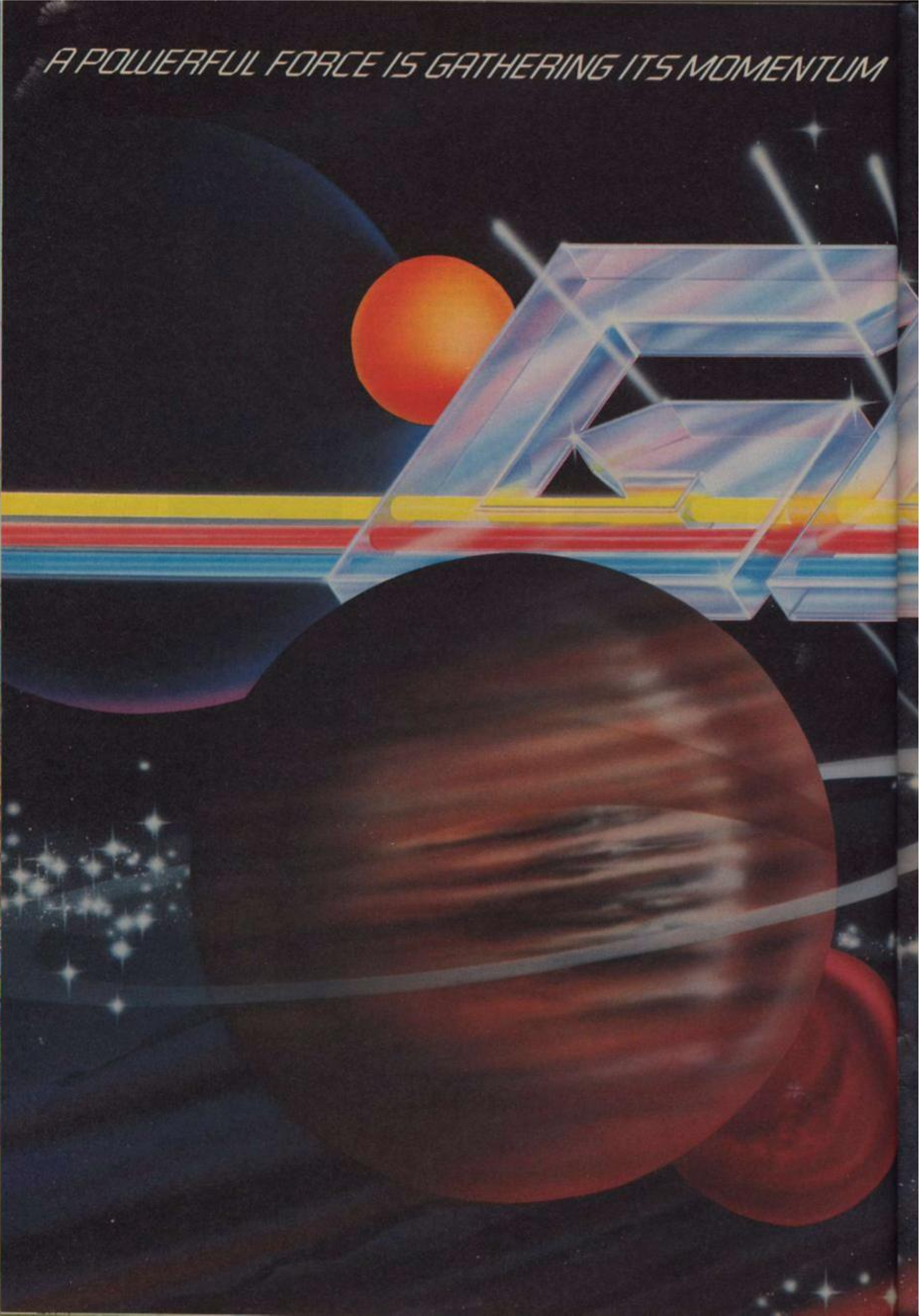
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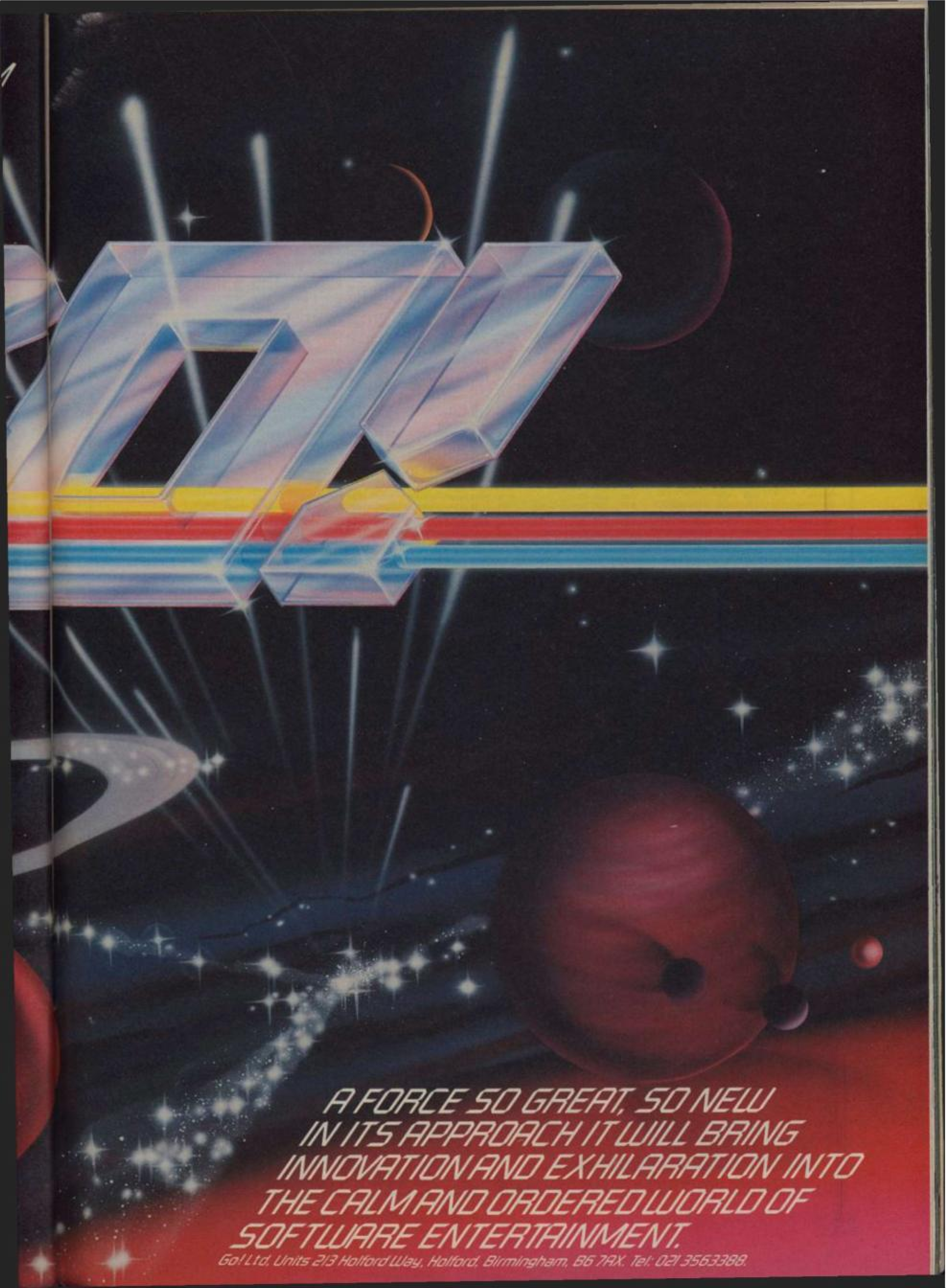
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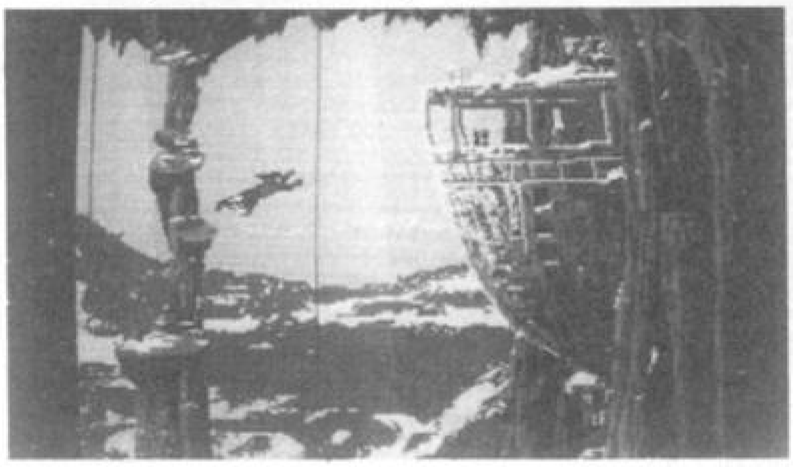
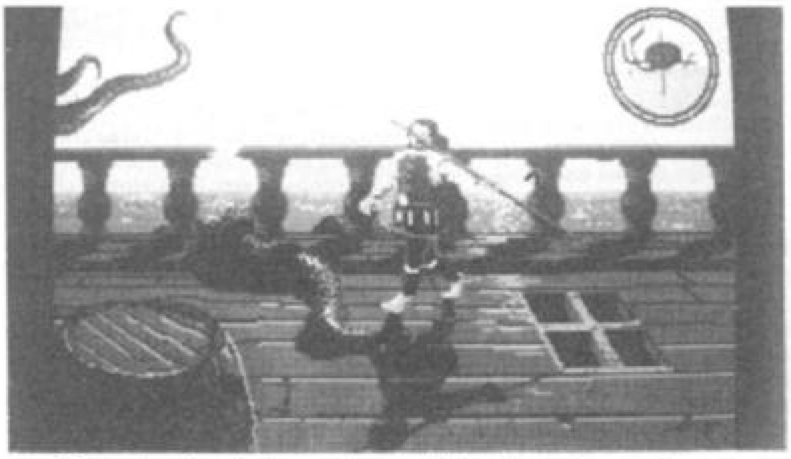




▲ This is the first look at what could be the most grand and impressive games to be released on the Atari ST so far. It's called **Ancient Mariner** and it's from a relatively new name on the games scene, Systems Architect.

Systems Architect are probably best known for producing the *Three Little Pigs* tdemo using Mirrorsoft's Film Director.

Mariner will be a trilogy. The first part will probably be released towards the end of the year. You play the part of an impoverished 16th century seadog whose lands have been lost through gambling and bad business deals. To regain his former status in life he must trade — both legally and illegally — all over the world.

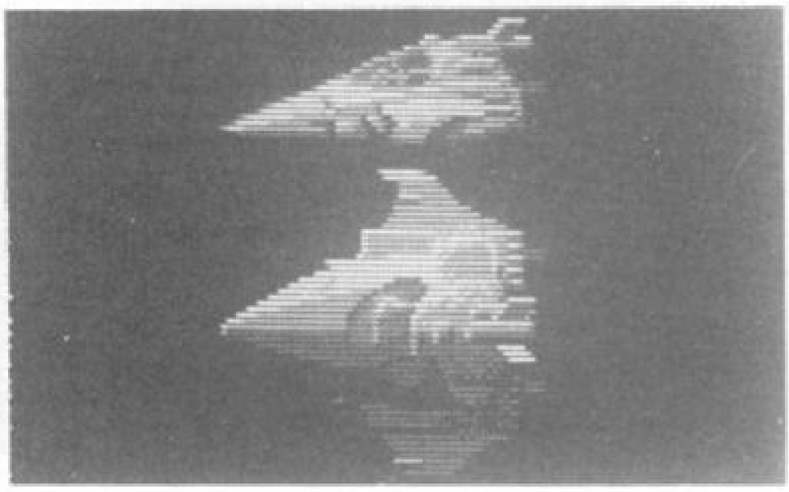
The game will combine fast arcade-action with icon-controlled elements. The screen shots include shows an excerpt from the life or death sequence depicting an Elizabethan harpoonist attacking the Kraken one of a host of giant sea-creatures that imperil your voyage.

Other arcade sequences include battles in the Spanish main, skirmishes against cannibals, raiding and boarding parties, hand to hand combat (you v computer).

Ancient Mariner is being programmed by ex-Ultimate ace Manuel Caballero, who claims **AM** is the first Atari game to be written in machine code, and the graphics are in the hands of artists Mike Jary and Emma Hughes.

Ancient Mariner, which will also be out on the Amiga, will probably be released by Mirrorsoft.

Meanwhile, Systems Architect also has another Atari game in the offing, **Dimension 45,** set on a light-less, disease-ridden earth where a mercenary must explore London to find something known as the "Eden device" will can be used to return the planet to civilisation. It should be released early next year.



Academy CRL's smash space game, had made the transformation to the Atari ST, price £19.95

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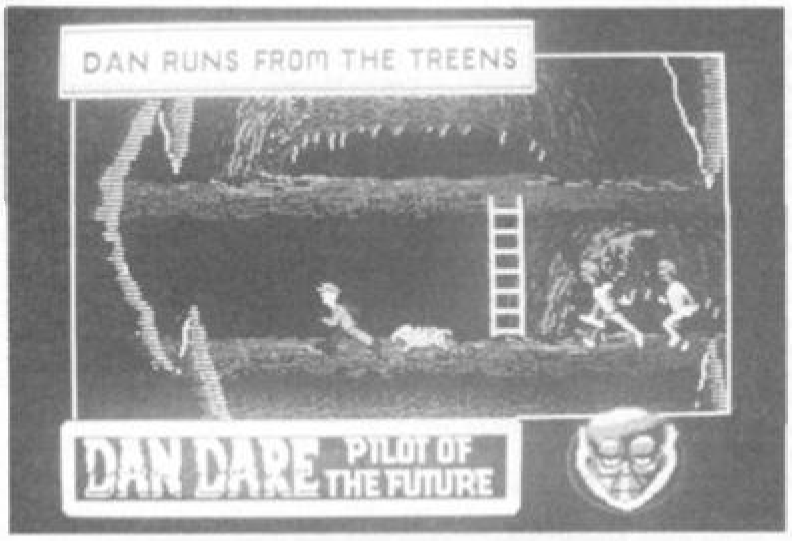
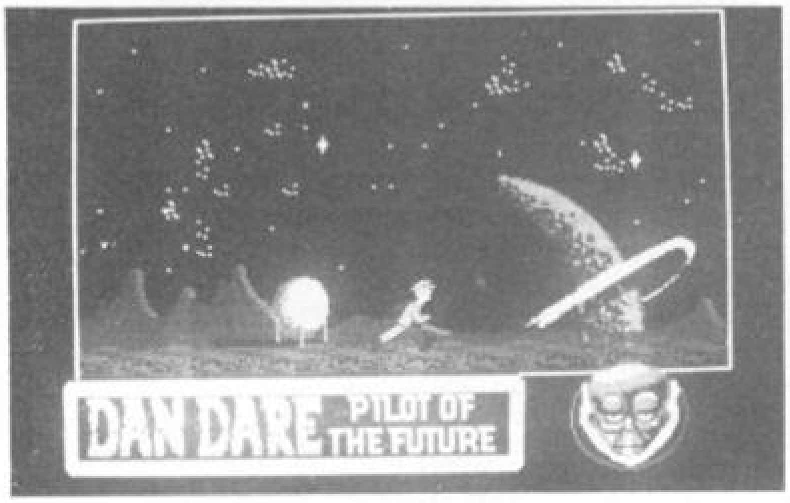
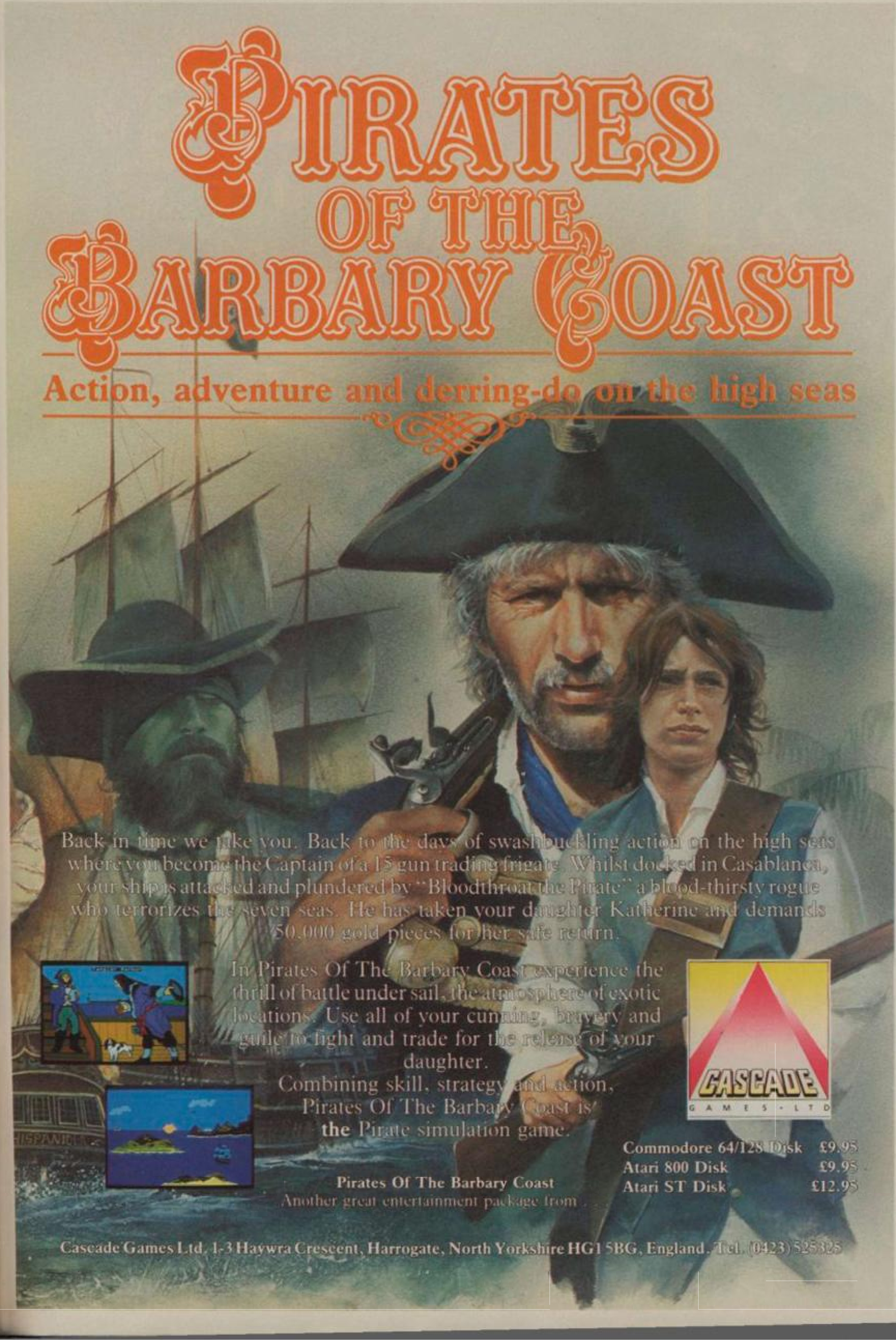




▲ Chins in, chests out, chaps. Stiffen your upper lips and get set to play **Dan Dare: Pilot of the Future** from Virgin. Watch out for Mekons landing near you soon.



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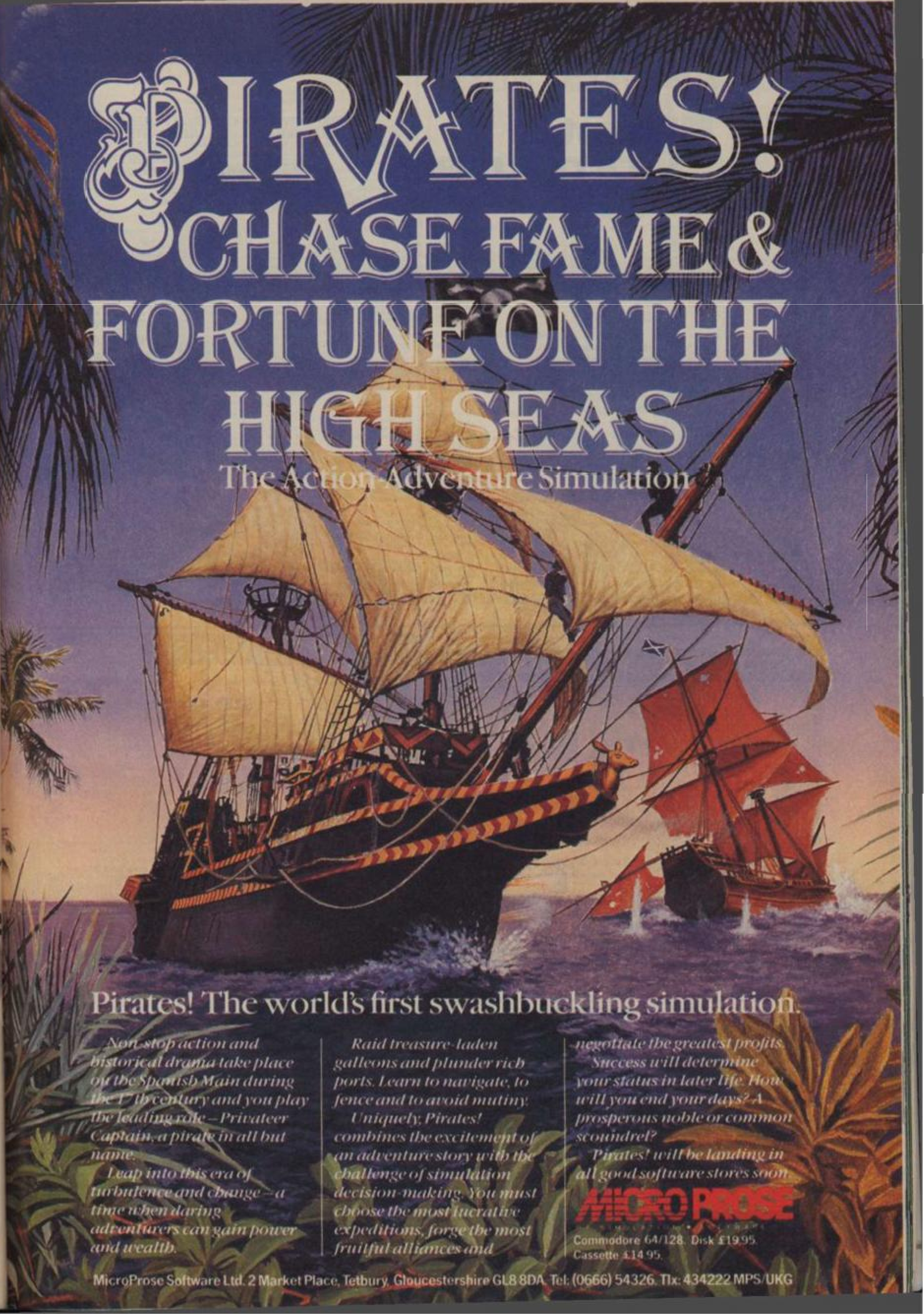
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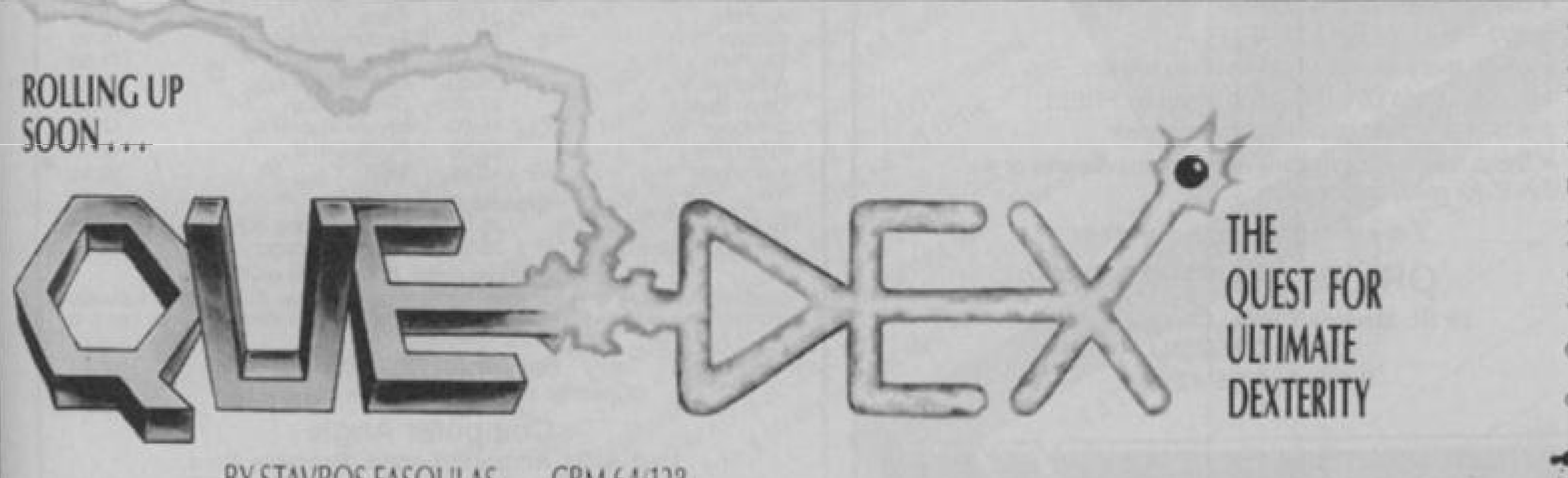

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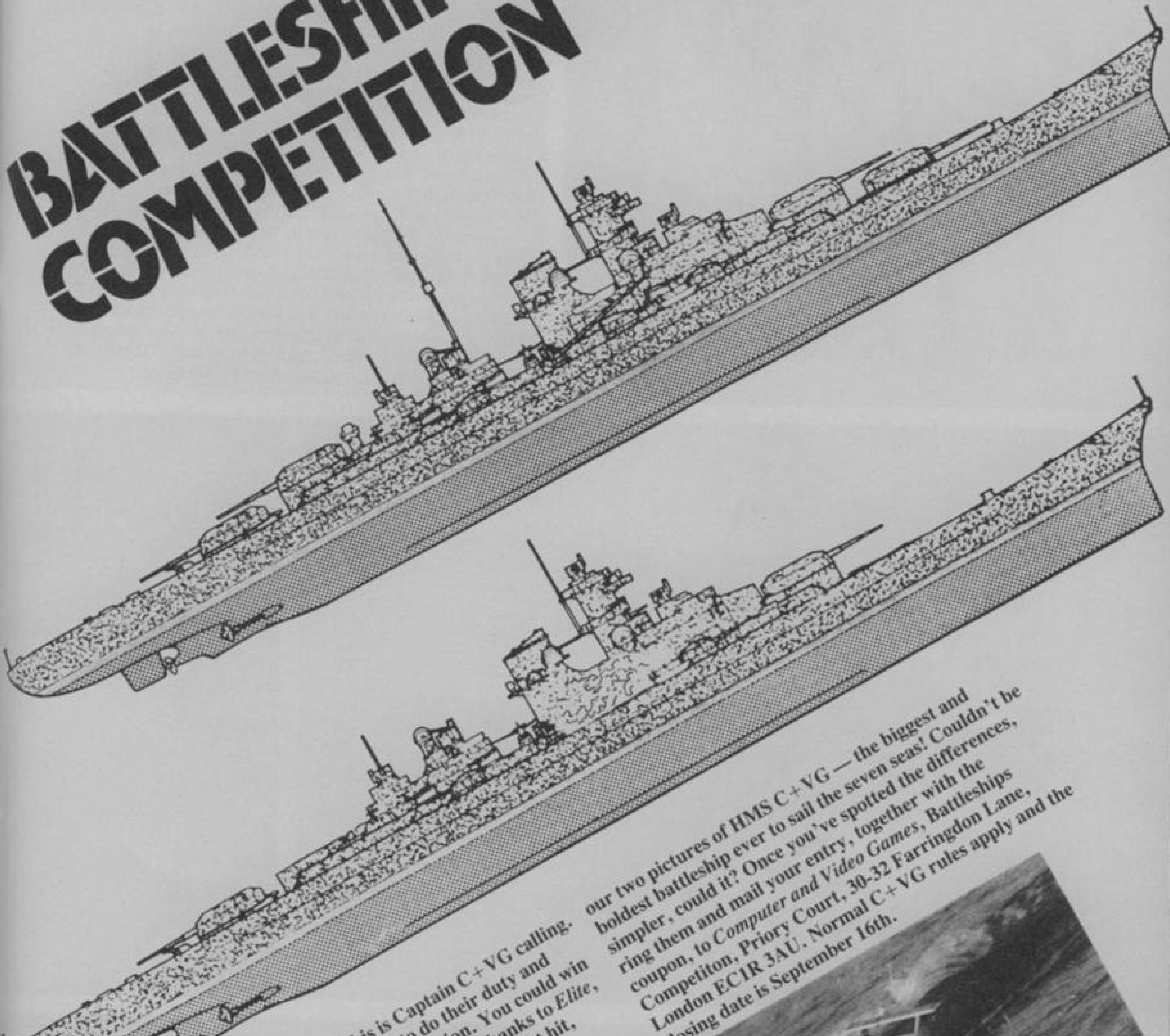

● Ahoy there shipmates! This is Captain C+VG calling. And I expect all C+VG readers to do their duty and enter this special sea-faring competition. You could win an awesome radio-controlled speedboat thanks to *Elite*, who want to celebrate the release of their latest hit, *Battleships!*

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To win all you have to do is spot the five differences in our two pictures of HMS C+VG — the biggest and boldest battleship ever to sail the seven seas! Couldn't be simpler, could it? Once you've spotted the differences, ring them and mail your entry, together with the coupon, to *Computer and Video Games*, Battleships Competiton, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C+VG rules apply and the closing date is September 16th.

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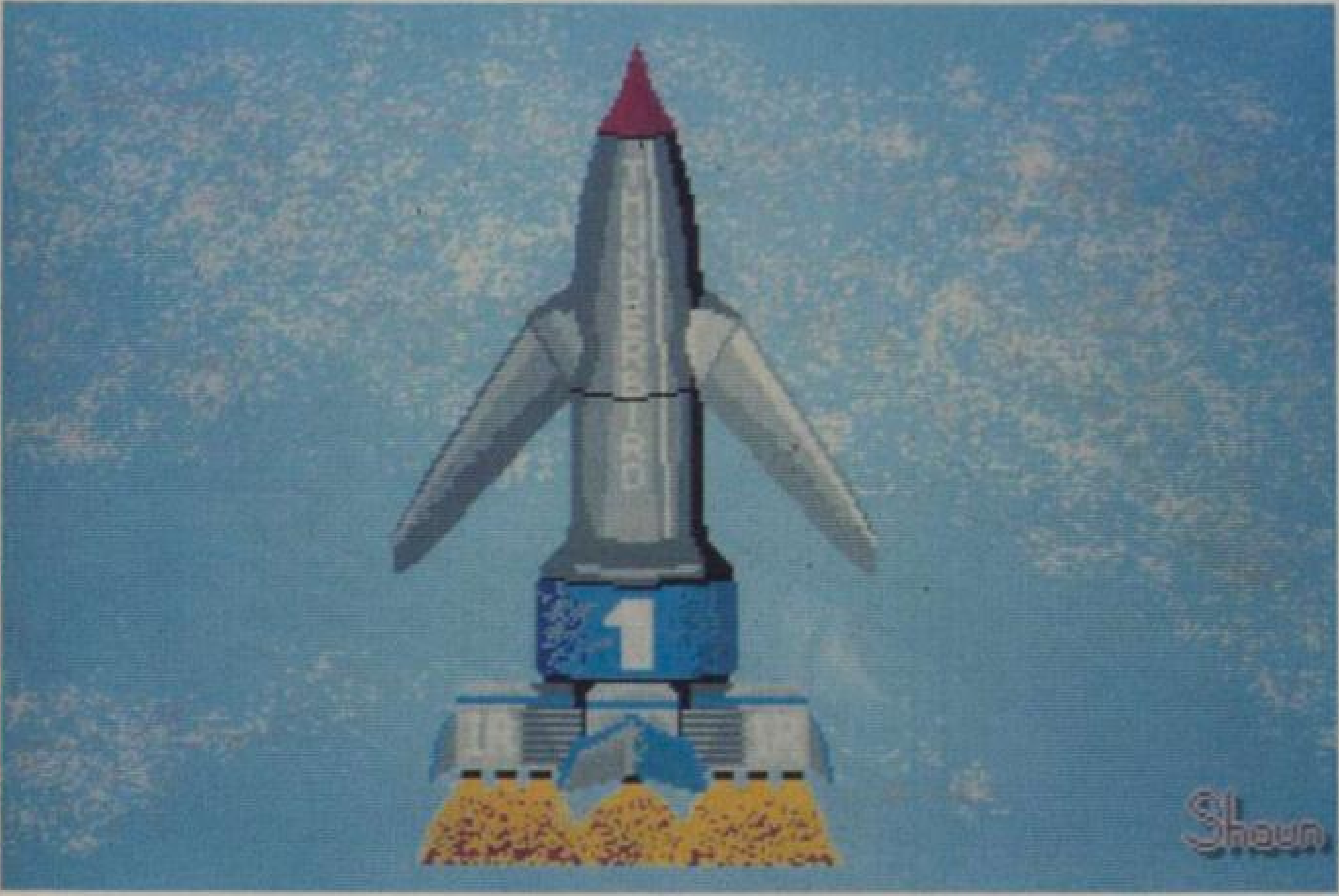
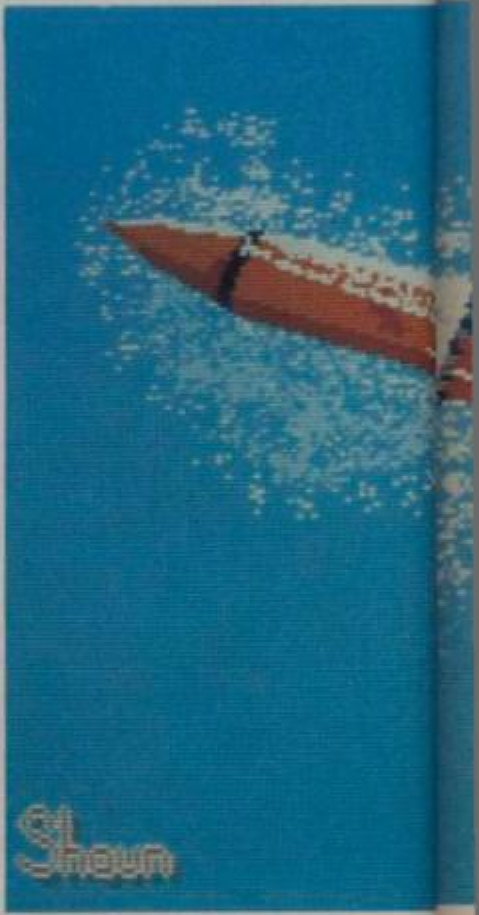
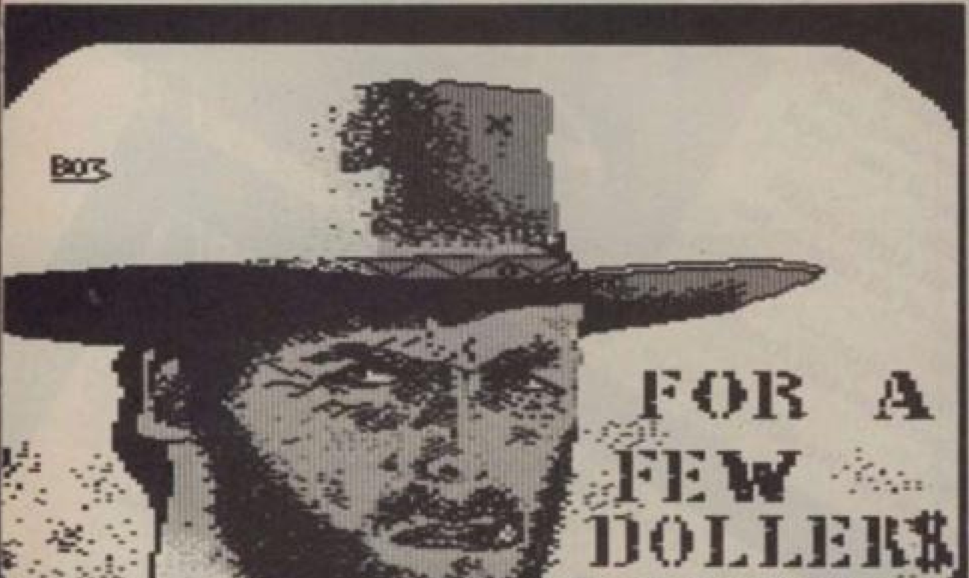
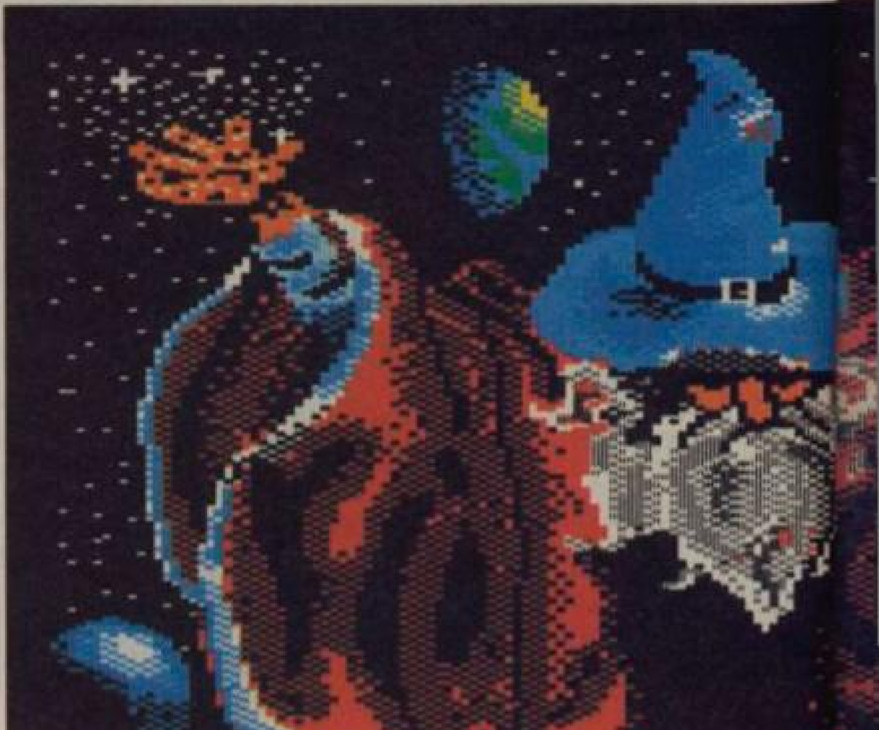
Frame Up!

Thunderbirds are Go on the ST thanks to Atari artist *Shaun Davies* of Barnsley! He created these neat pics from his favourite TV show using Mirrorsoft's *Art Director*. Meanwhile, a Compunet freak, *Boz* has set us a couple of his pics — The Wizard and good old Clint. Mr Eastwood also featured on an Amstrad tape from *Wayne Grover* who drew his fave movie star in a scene from *Heartbreak Ridge*. Hugh Binns from Wolverhampton flies high with is *Airwolf* art. *Karl Hornell*, programmer of the budget blast *Fungus*, sent us this cute picture of the lovely Melissa Ravenflame and says a big hello to *C+VG* readers in his home country of Sweden. Remember — keep those screen gems coming. Send your discs — complete with comprehensive loading instructions and a totally indestructible sticker or something with your name, age and address on it — to *Computer and Video Games*, Frame-Up, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.









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Hi there!

```
         W E I R D
Press 'N' to continue...n
         T H E   E N D ! ! !
Press 'N' to continue....n
         H I V E
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Editor's Reply,
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EXCLUSIVE PREVIEW: DAN DARE Pilot of the Future

Wayne's Play by Mail

The first thing I would like to do this month is thank all the people who wrote in applying for the reviewing positions that I offered in the July edition. There were hundreds of letters which ranged from the sublime to the ridiculous. Someone even tried to bribe me!! I can assure you that I read every letter and the people who were selected will be notified shortly.

I just regret that there are not enough games for everyone to playtest at the moment, but new games are being created daily so eventually everyone will get to test one. It just takes time.

Talking of time, the time, date and place of the next K. J. C. London pub meet has been announced. It will start at 11am on 3rd October at "The Horn Of Plenty" public house, which is 25 yards on the right of Mile End tube station (Central Line).

Once again a couple of hundred P.B.Mers will spend the day chatting about K. J. C.'s four games, *It's A Crime, Earthwood, Crasimoff's World* and *Capital*. Kevin Cropper, K. J. C's managing director, will be attending and he will be bringing with him a couple of his GMs to answer all your queries/problems.

For those of you who have never been to a K. J. C. pub meet, I'll give you a brief idea of what you've been missing. It is the chance for you to actually meet the other players in your game and discuss tactics whilst you have a drink. You get to meet loads of new people, pick up hints about the game, make alliances, sort out your problems and generally have a great time.

This time the meet has been arranged so that we will not have to move (or in some people's case, stagger) out of the pub. The publican has very kindly agreed to apply for an extension and he will open throughout the afternoon. Hot and cold meals will be available all day.

All C+VG readers of the age of 16 and above are welcome. If you have never played a P.B.M. before, please feel free to attend as this is a golden opportunity for you to get involved with a great hobby. Even if you do play P.B.M. but don't play any of K.J.C.'s games, you will learn a lot about P.B.M. in general if you turn up. Also, you do not have to live in London to attend. There will be people from the length and breadth of the country.

This is a chance for the readers playing in the special C+VG version of *It's A Crime* to come along and pick up a few game winning hints. A few people from C+VG, including myself, will be attending, so please come over and have a chat. See you there!!

Moving on now to the long awaited Sloth Enterprises, "Gameplan" competition results, it is apparent that the question I set in June edition confused a few people as it was slightly ambiguous. I asked "Who won the 1984 Superbowl" and the answer to this could have been either the L.A. Raiders, the team who actually won the Superbowl in the year 1984 or the San Francisco 49'ers who won Superbowl XIX at the climax of the 1984 season. To compensate for this I decided to accept either answer and below are the details of the ten winners: Mark Walton of Sidcup, Kevin Pack of Higham Ferrers, Simon Cotterill of Stock-on-Trent, Stephen Dulson of Kinver, Wai Cheong Kwok of Braintree, David Haffner of Redditch, Kenneth Banks of Glasgow, Robert Gotobed of Harlow, Martin Owen of Caernarvon and Nicholas Caie of Oxford. They should be receiving their prizes shortly.

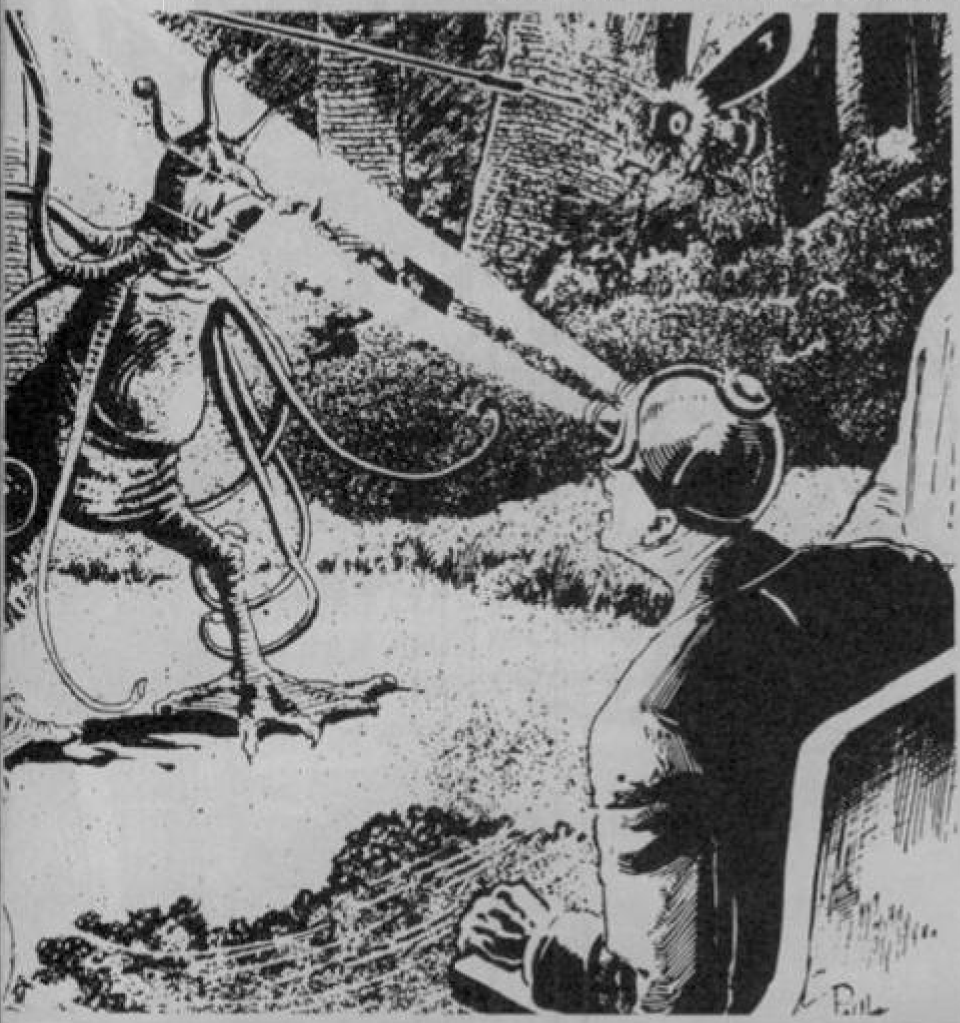
By the way, the people at Sloth wish to apologise through the pages of this magazine to their players for the dramatic increase in the length of the turn round time with regards to their other games. They have informed me that the increase is due to the fact that they have just lost two GMs, moved into new office accommodation and had a lot of their staff take their summer holidays. However, they assure me that they have broken the back of the backlog and hope to resume their usual regular service as soon as possible.

Wayne's Play by Mail

Sloth enterprises has informed me that they are having another 1,000 copies of the Gameplan rules reprinted. They have extended a unique, one-off limited period offer to all C+VG readers as follows: If you write into me, enclosing the logo at the top of the page asking for a copy of the "Gameplan" rulebook, you will be sent on ABSOLUTELY FREE!!!

SPELLBINDER OFFER

How do you fancy getting a set up, a rule book and three turns in respect of a long established P.B.M. game, all for the price of an S.A.E.? This is the offer *Spellbinder Games* has kindly made all C+VG readers. Yes, if you write into me enclosing a S.A.E. I will pass it on to Spellbinder and they will send you all the above for their game *Spiral Arm*. I intend reviewing this game shortly, but to give you some idea of what it is all about I can tell you that it is a computer moderated, fixed deadline game based around sci-fi and space travel. It is a game of economics, diplomacy, strategy and warfare, where you try to become ultimate ruler of the Galaxy!! The game is limited to 50 players per game and features a map with over 640 stars, seven spaceship classes, eight racial types, four modes of space movement, space and planetry combat plus colonization and technological development. Interested? Then send me a S.A.E. now.



GIZZA A JOB

Last month, Mitre Games were looking for new GMs, however this month it is the turn of Anvil Games, who run the rapidly expanding P.B.M. called *Pangea*. They are looking for a new GM now because they realise that in a couple of months' time their game will be so big that they will not be able cope on their own. They have asked me to announced that if anyone out there has a wide experience of fantasy role playing, a wild imagination, good handwriting (that's me out!) and a good sense of humour, then there is a job going for you. You should be 18 or over, have a couple of O Levels (including English) and be prepared for a move to Surrey. The wages are not a king's ransom, but the job is fun and at the same time interesting. A liking for Rockabilly music (yeuch!) will also be an advantage. If anybody out there thinks that they suit the bill, drop me a line and I will pass it on.

● REVIEW HEROPRESS

I have made it my policy not to immediately review games that get sent to me from companies that I or my colleagues in the P.B.M. world have never heard of just in case they fold, leaving the C+VG readers, who have paid good money, high and dry.

However once in a while a P.B.M. rulebook turns up that gives off good vibes about the game and the company that runs it. *HeroPress* is one of these games.

For a start, it is very unusual. It is the only game of it's kind that I know which is based around comic strip superheros. You play the part of a superperson that you create and you have to live your life either defending the weak human population from the superbaddies or trying to make the population your slaves.

You can also forget about all the comics you may have read, to some extent, because in this world if a member of the public say you flying overhead, they are not going to say "Look there is a super person flying up there; Aren't we safe" they are more likely to shout, "Hell's teeth!! There is someone up there flying!!"

The world of *HeroPress* is very, very unusual and that makes it extremely interesting. It is not like any comic book world that I have read about and I have read over 10,000 comics. The trick to playing this P.B.M. is to play yourself. The game is based around YOU being the supeperson.

CREATING YOUR CHARACTER

The first thing you must do is create the NEW you. You should take an honest look at yourself and grade yourself between 0 and 100, in the following characteristics:

Health: This determines how much damage you can take, how fit you are and what kind of trials you can survive i.e. how long you can hold your breath etc.

Agility: This shows how well co-ordinated you are, how well you hit and dodge in combat.

Might: This is a measure of your actual strength showing how much you can lift and how much damage you do in unarmed combat.

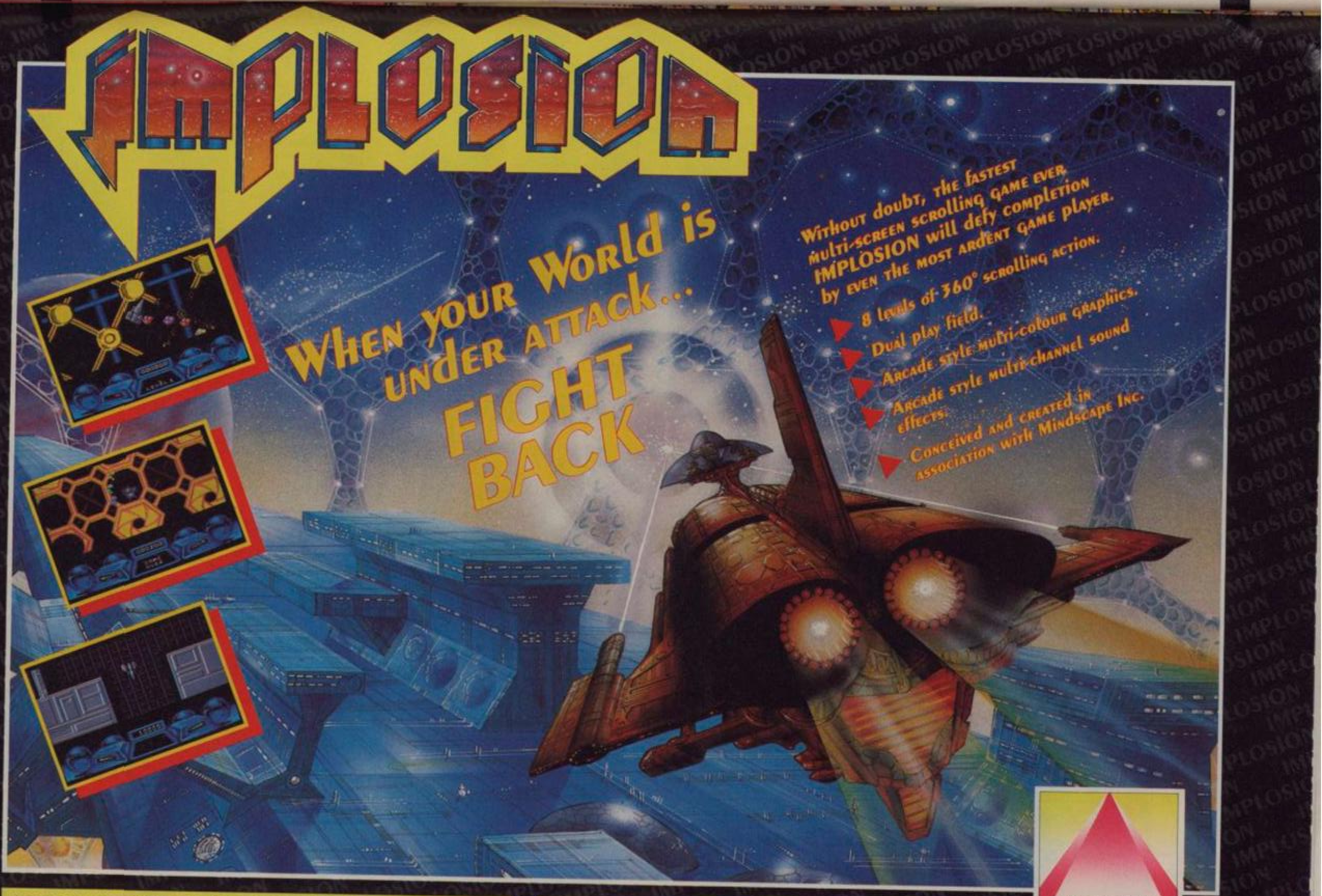
Popularity: This measures the amount of respect and recognition you get as a superhero from the members of the public. It can range from the public thinking you're a nice person to trust to them believing you are a thug in a silly suit.

Movement: The measure of your ability to get from A to B in the shortest possible time.

Of course the above system is open to abuse as you could put 100 in every statistic, but you would be cheating no one but yourself. This game has no winners and is only played for fun. Also I know that the G.M. has a very good and effective way of dealing with superpeople who are perfect in everyway, so don't bother trying to fiddle.

WAYNE'S VERDICT

On the whole this looks a very, very good game. There is masses of background info, the world has been created in depth to give a real life feel to it and the presentation of the game as a FUN based P.B.M. appealed to me.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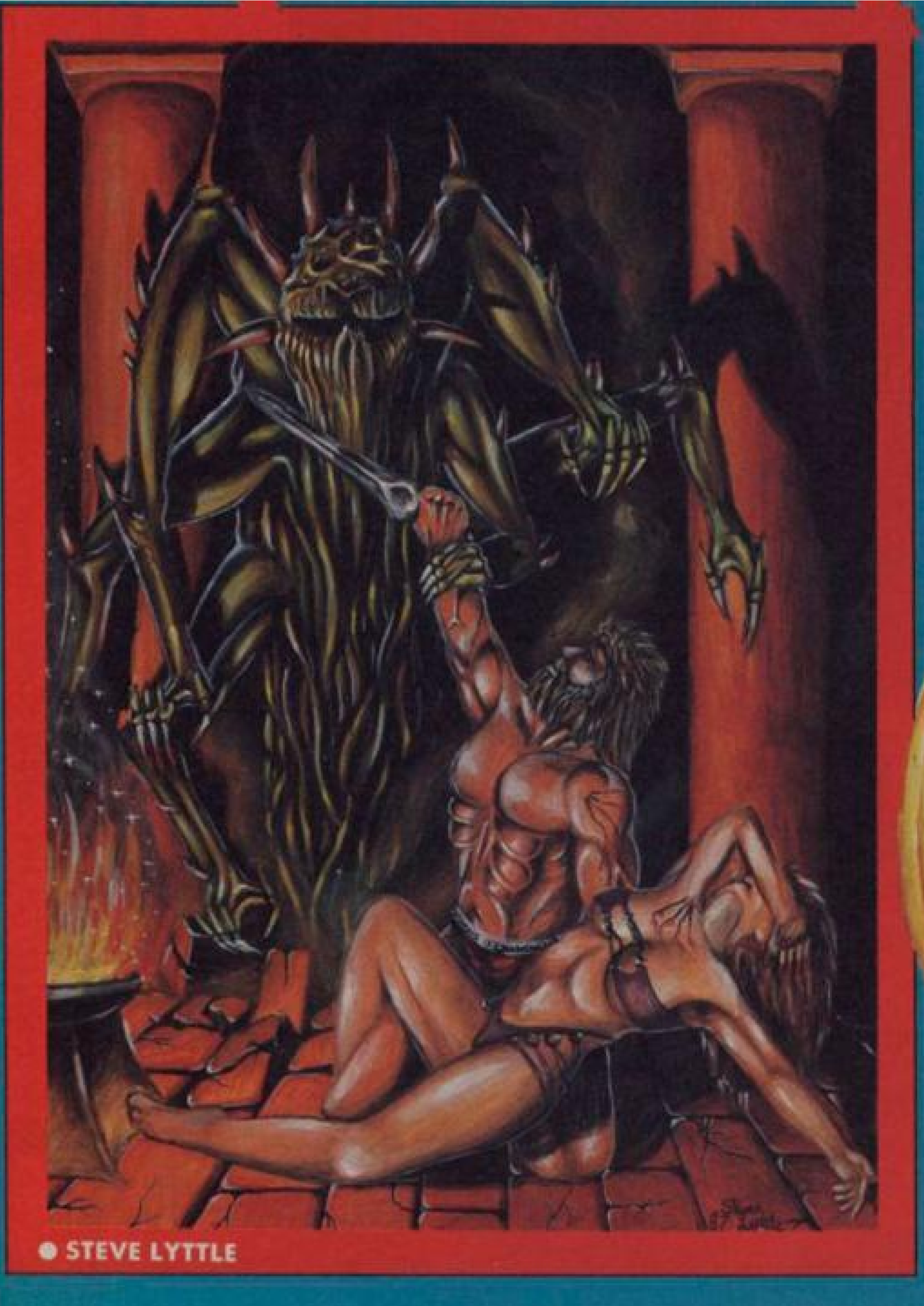
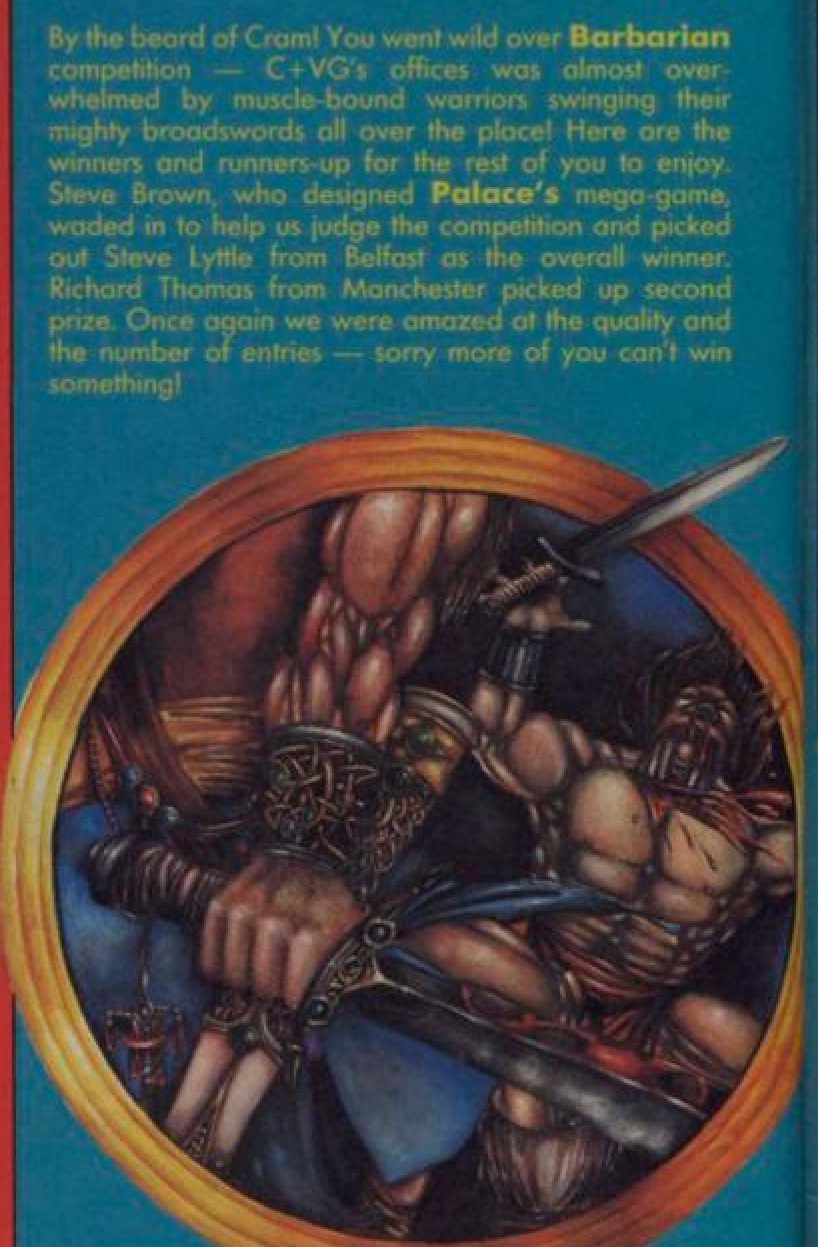
BARBARIAN AR

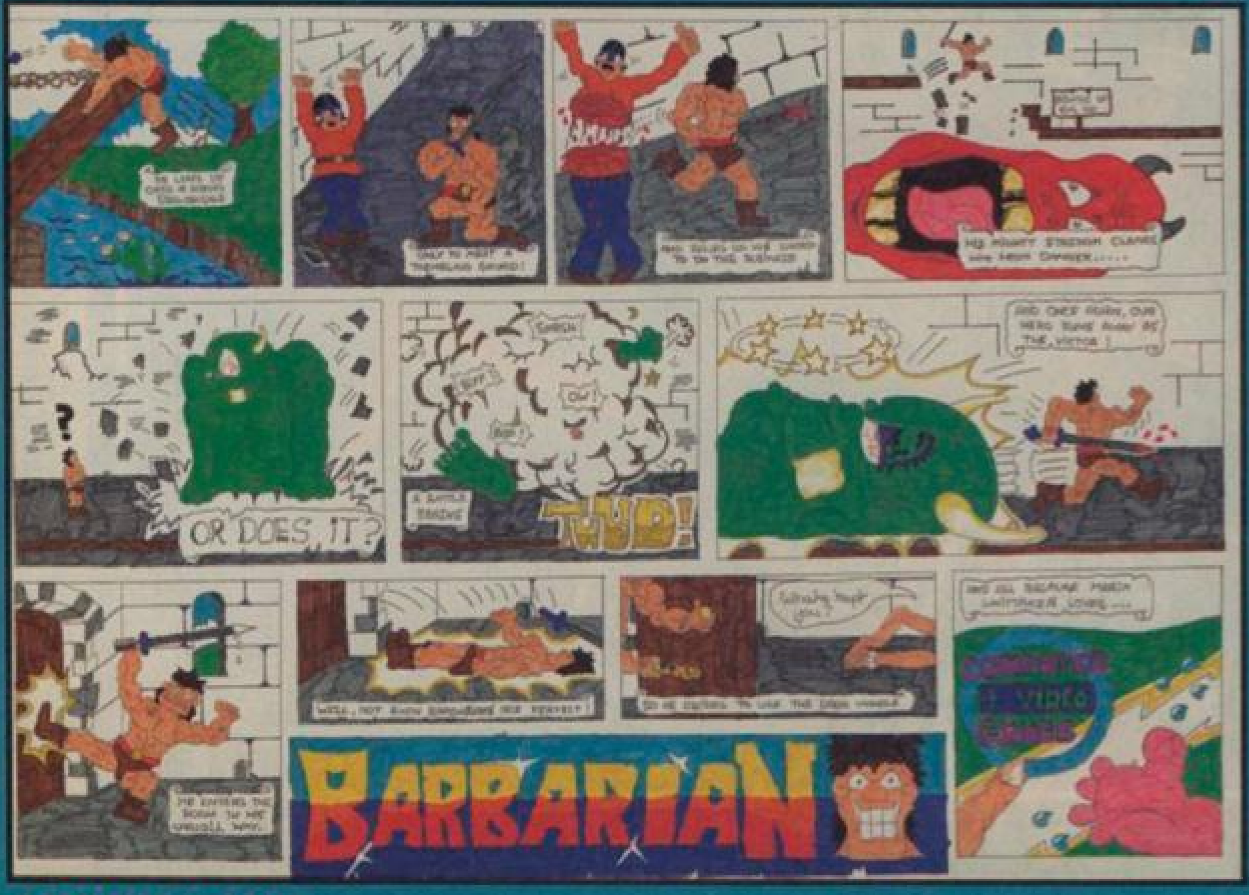
By the beard of Cram! You went wild over **Barbarian** competition — C+VG's offices was almost overwhelmed by muscle-bound warriors swinging their mighty broadswords all over the place! Here are the winners and runners-up for the rest of you to enjoy. Steve Brown, who designed **Palace's** mega-game, waded in to help us judge the competition and picked out Steve Lyttle from Belfast as the overall winner. Richard Thomas from Manchester picked up second prize. Once again we were amazed at the quality and the number of entries — sorry more of you can't win something!



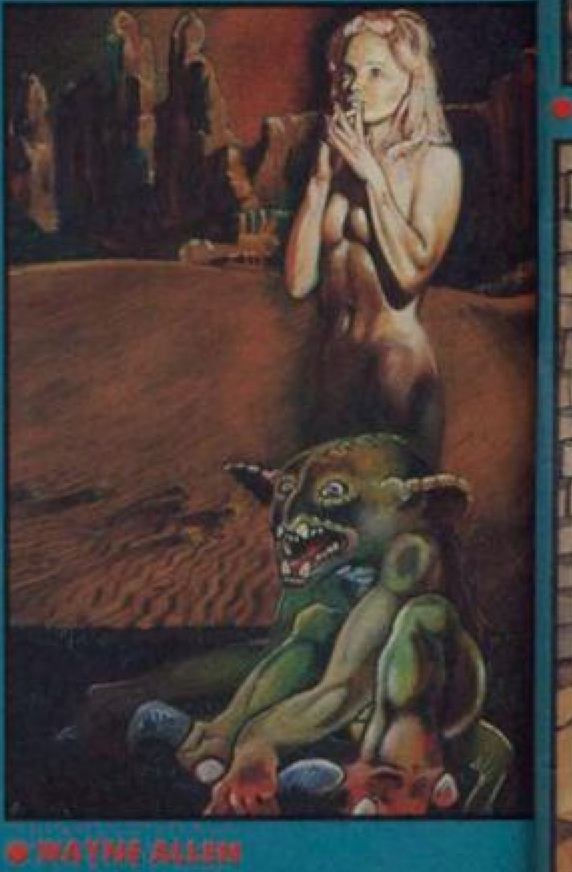
● STEVE LYTTLE



● RICHARD THOMAS

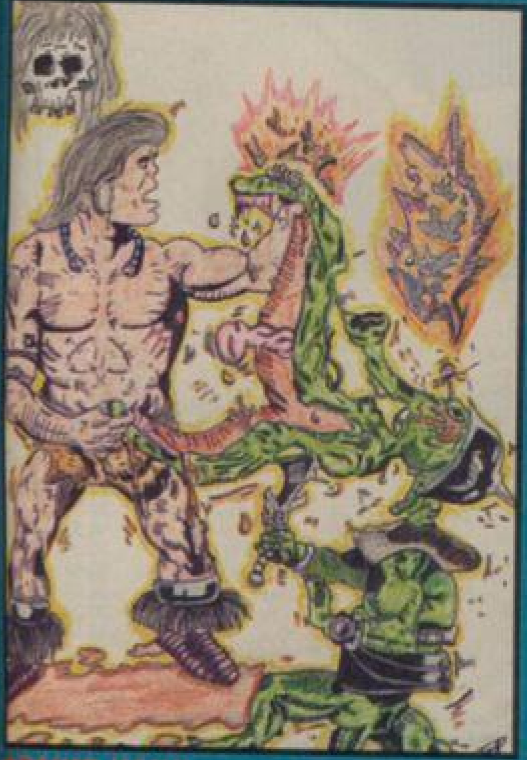

OR DOES IT?
THUD!
WELL, NOT EVEN EVERYTHING IS PERFECT!
BARBARIAN

● RICHARD THOMAS

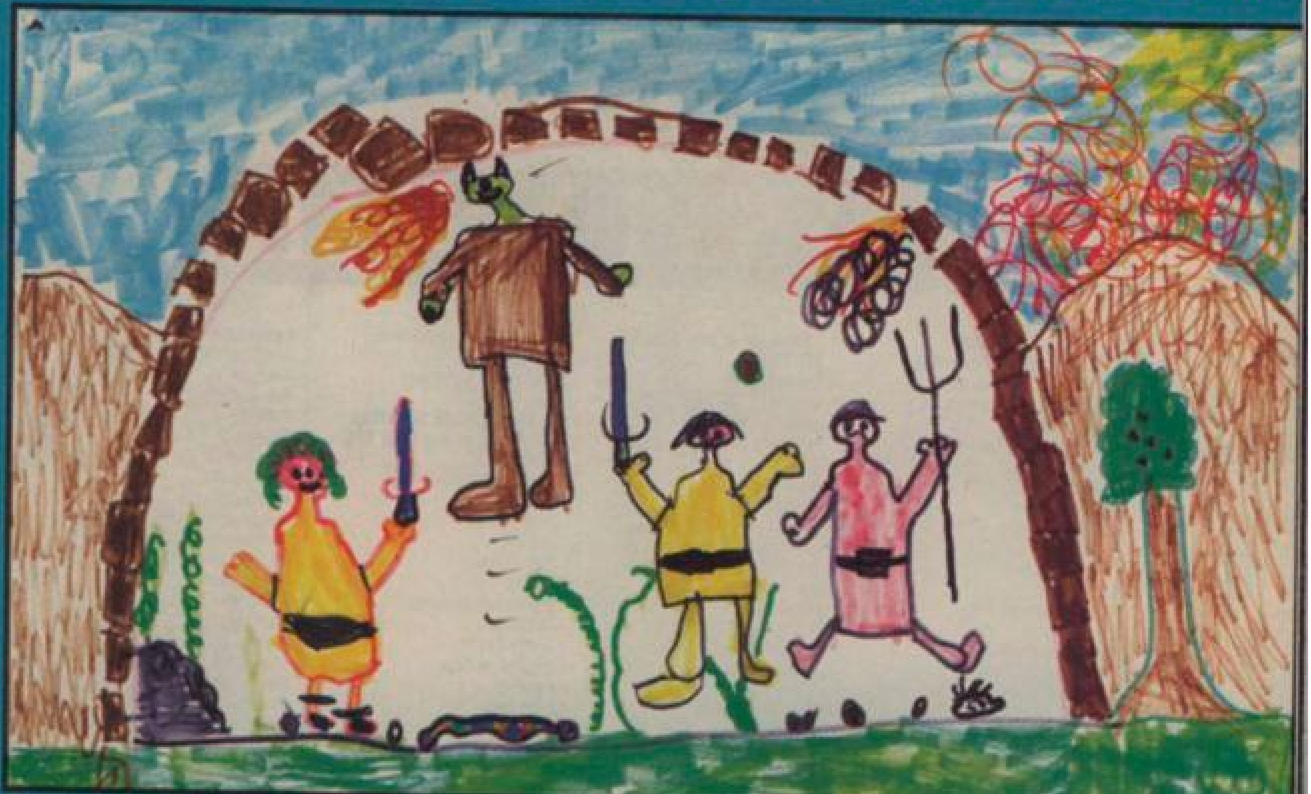


● WAYNE ALLEN

RT COMPETITION



DAVID KEMP



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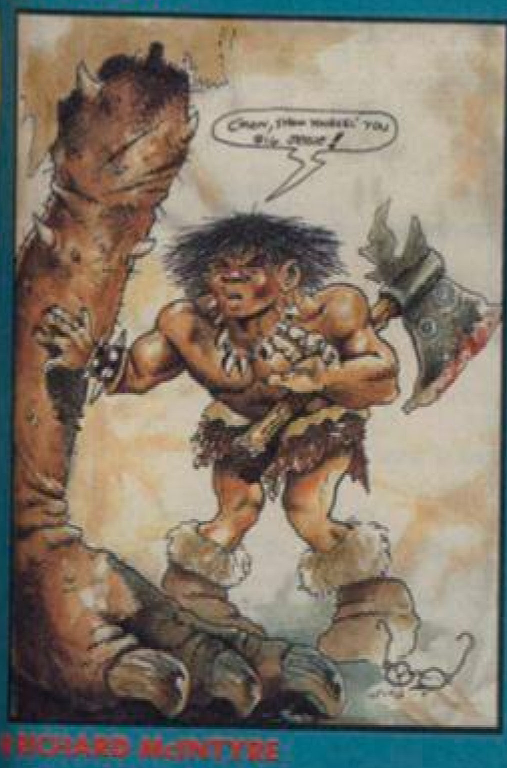
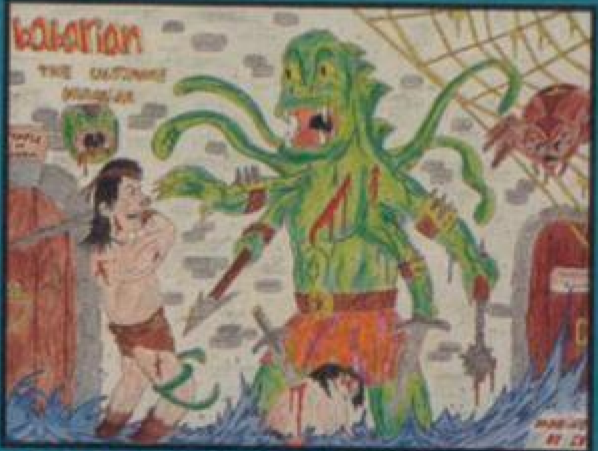
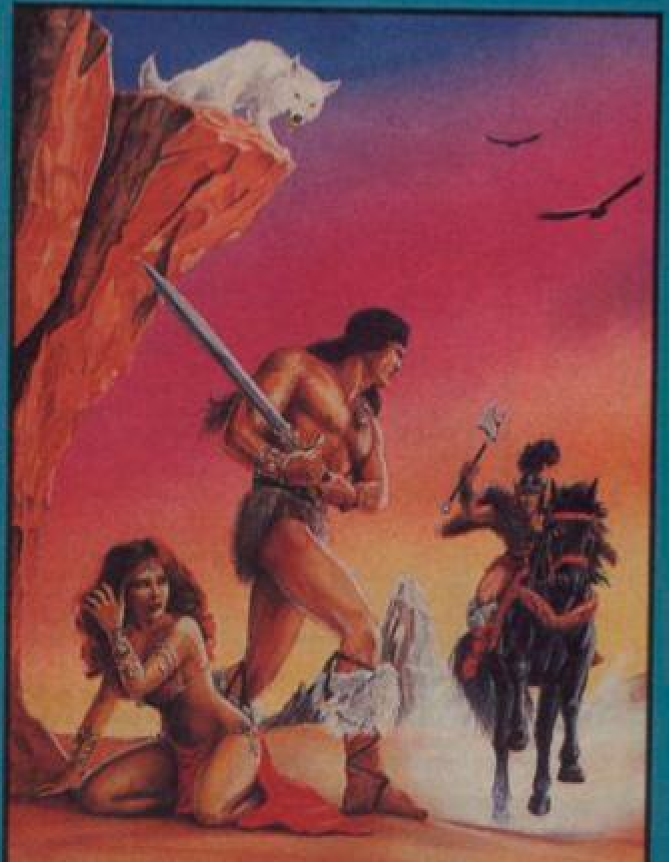


ICHARD McINTYRE


barbarian
THE ULTIMATE WARRIOR

● CASPAR HANSON



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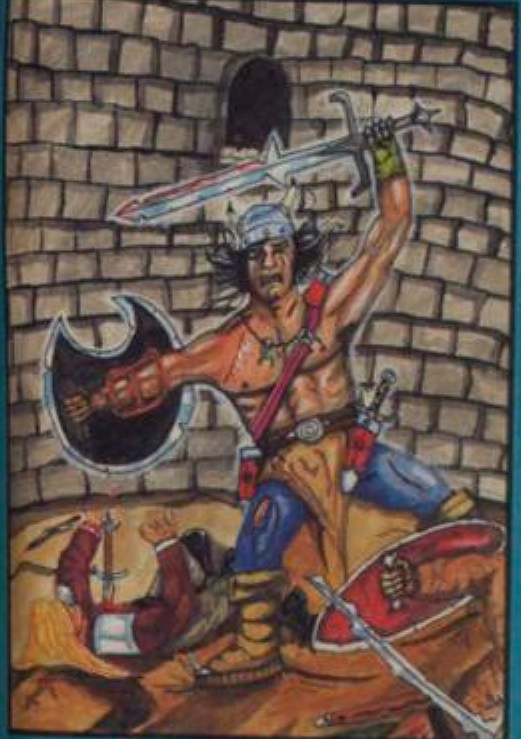

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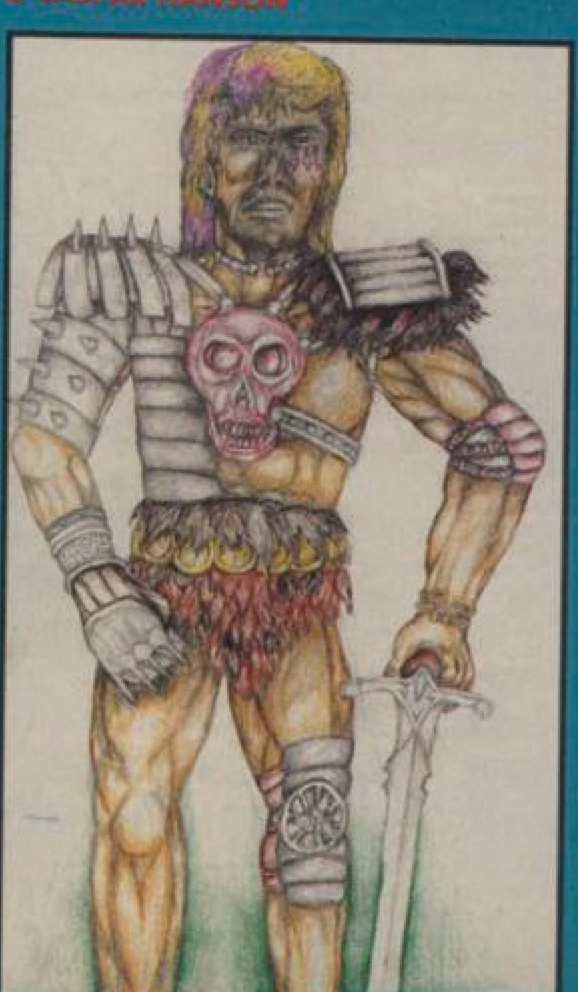

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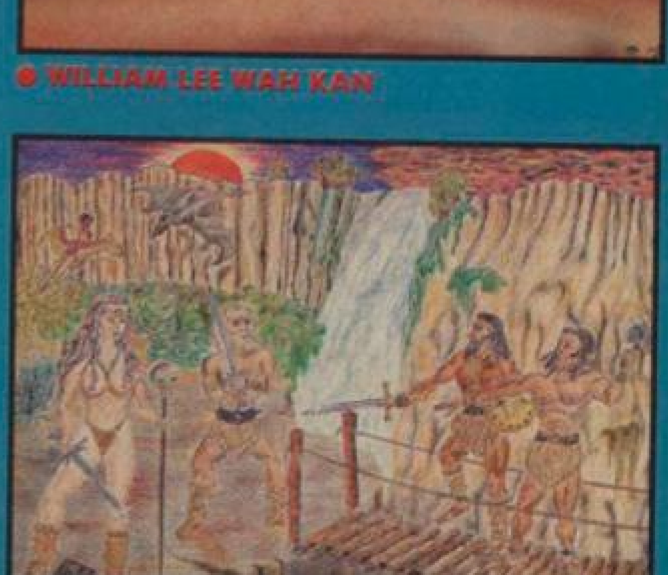

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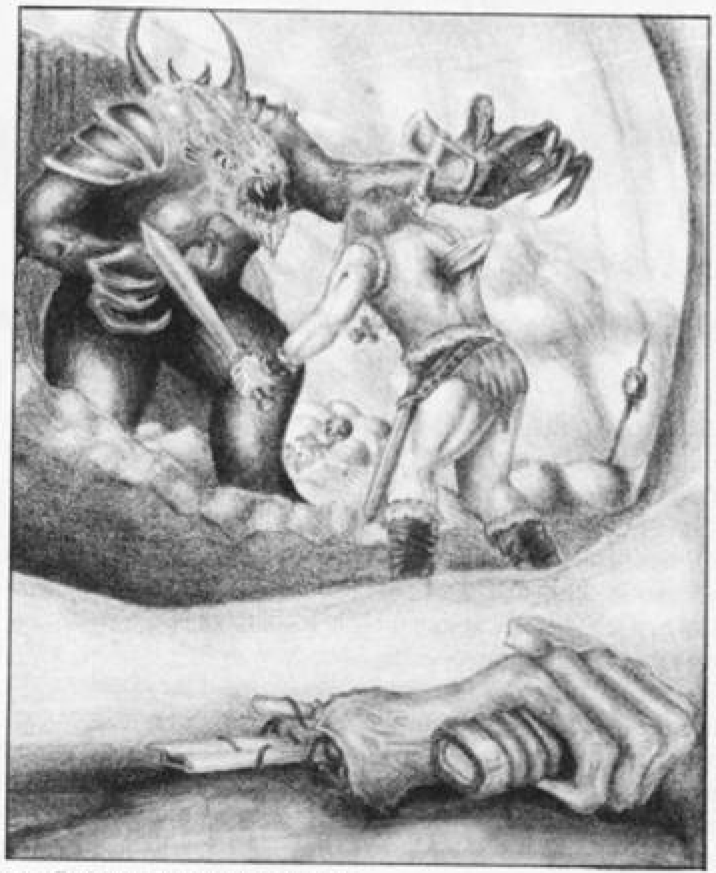
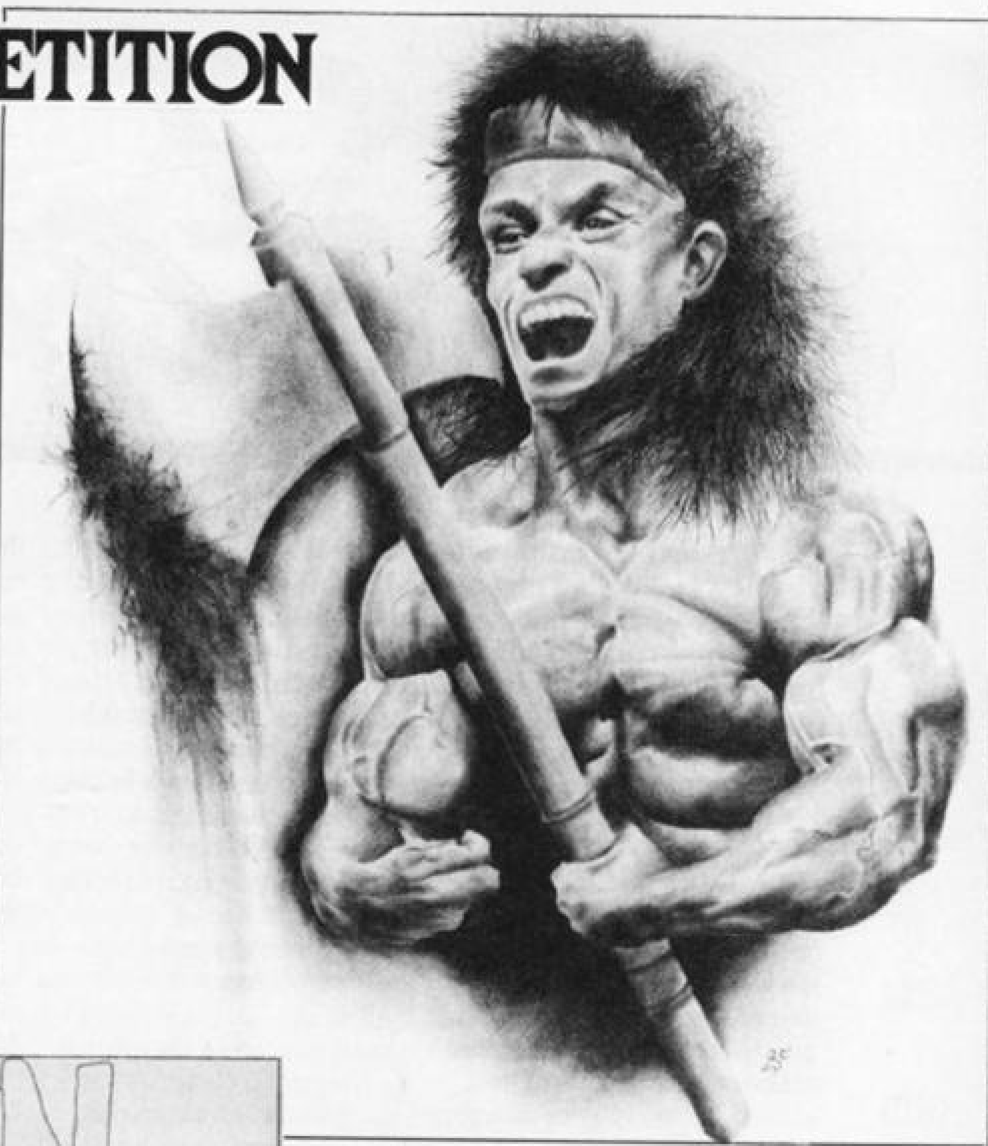
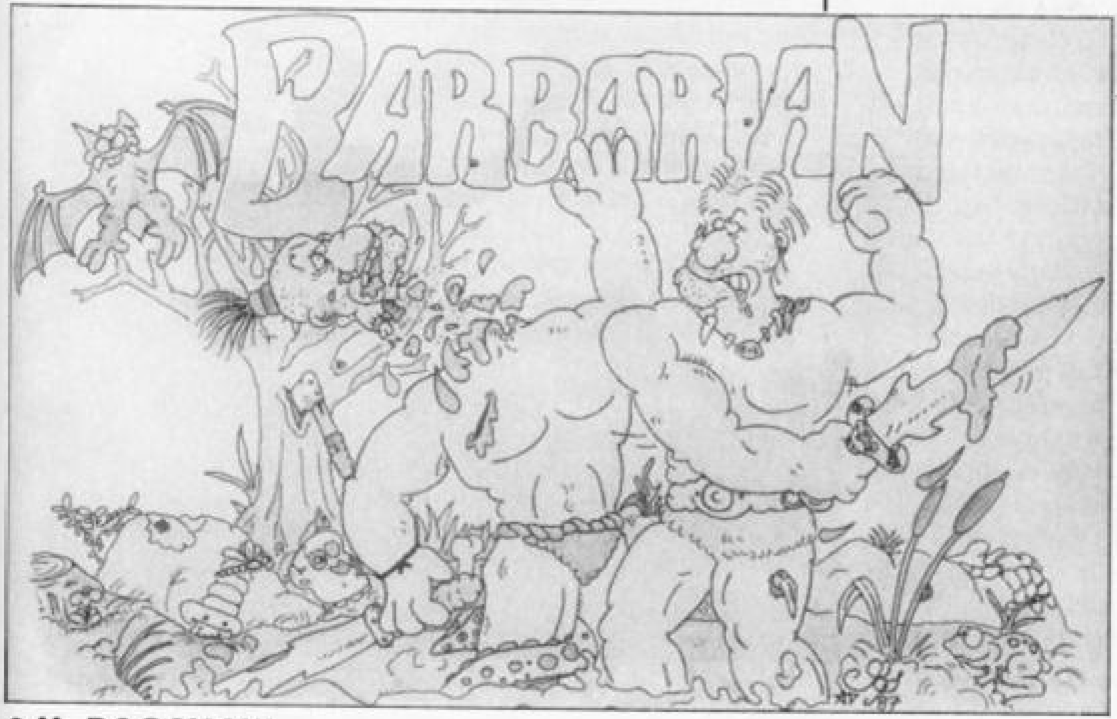
BARBARIAN COMPETITION



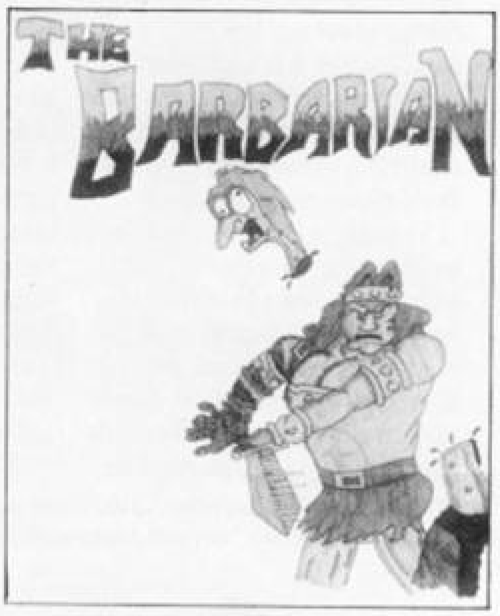
● **GAVIN JEFFERIES**



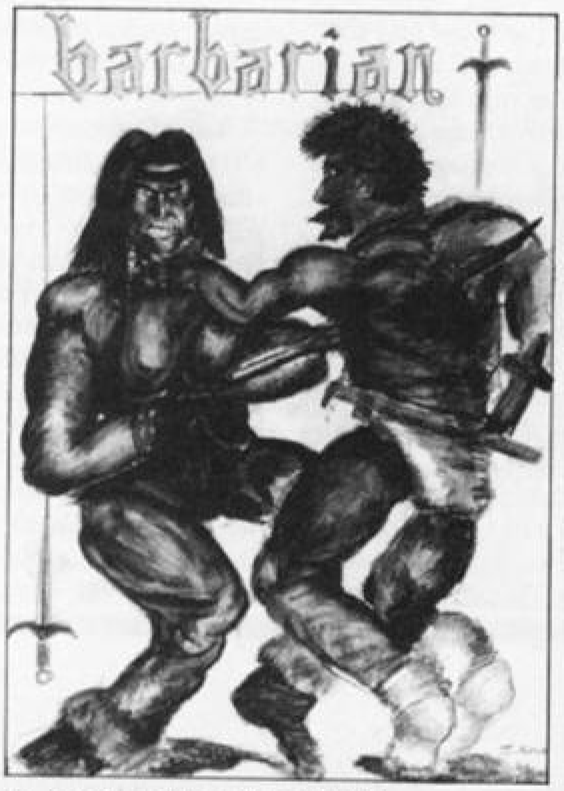
● **GRAHAM CORKER**



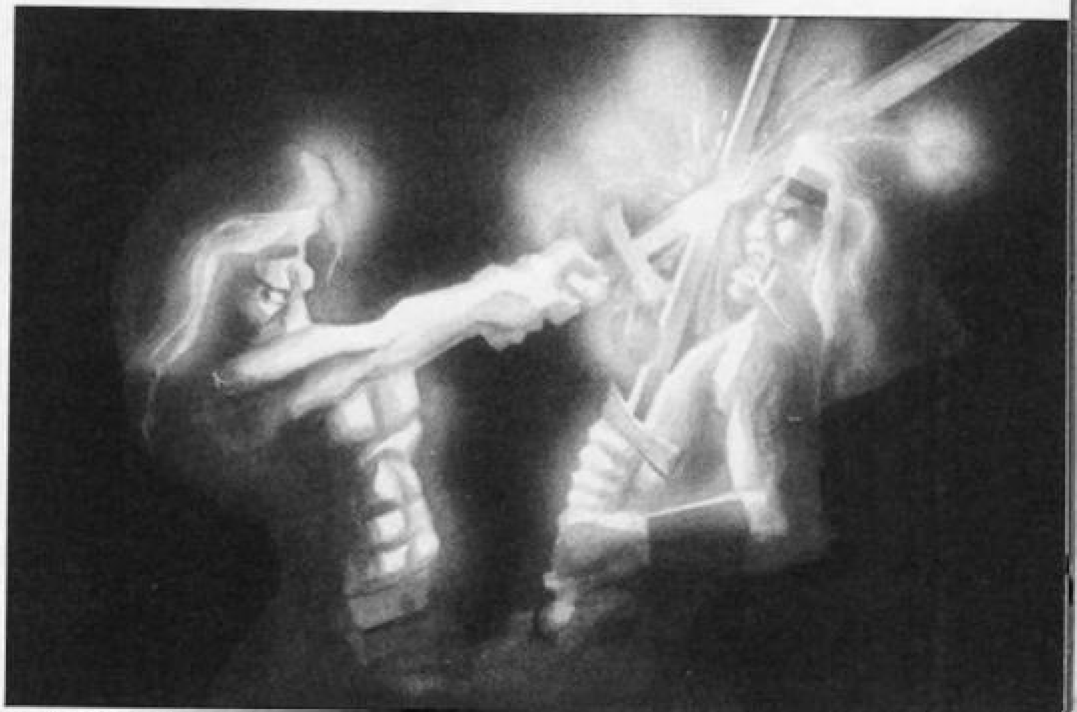
● **M. BAGSHAW**


THE
BARBARIAN

● **DAVID GRIFFITHS**



● **JONATHON BLACK**



● **MATT LYON**

Fantasy

It's horrible, it's disgusting and it's dangerous. Yes, it's C+VG's very own PBM Wizard Wayne — alias Tol-Harquin the Barbarian.

Wayne grabbed his trusty broad-sword and headed off to the Isle of Dread to find fame, fortune and mostly green monsters to play with.

About a year ago *Peter Garner*, who runs the *Labryinth*, invited a select group of *C+VG* people to explore the wonderful world of his *Labryinth Live Role Playing Society* below the earth in his specially excavated caves. A good time was had by all. Since that date, the *Labyrinthe* has expanded and become the largest and most successful live roleplaying society to date.

Always trying to keep one step ahead, Peter decided that he would rent an island and run live roleplaying on it in a series of 24 hour adventure. It was to this place that I was invited to try my luck, a mysterious island in the middle of the Medway, near Gillingham.

I arrived to find Pete unloading his van — a second hand ambulance — of all the fighting equipment and cosutme we would need for the day. Swords, covered in the infamous Gaffa tape, shields and armour were in abundance. As Pete went through explaining the basic rules to the others who had never played before, I, as a veteran, was deciding what character class to play. Out of the four choices of Warrior, Elementalist, Priest and Scout, there was only one real choice — a WARRIOR!!

So it was here on the pier that *Tol-Harquin the Barbarian* was born. A broad sword and small shield were thrust in my hands and I stripped off to the waist, ready for action. I leapt on the boat and away we went. On the boat, the others were eagerly getting stuck into the face and body paint. I initially declined, but when I gave it some thought, my favourite barbarian, Slaine from 2000 AD, always wore paints. I got stuck in. One black strips across the eyes and one across the mouth did my face, then it was onto the body. I decided that I was a member of the black nipple tribe, so I immediately sprayed them black.

After a short ride we jumped off the boat, and we were told that the reason we were here was because our "loving" Emperor had written to us saying that a fallen angel of evil was on the island doing all kinds of nasty business and, most importantly, not paying his rent. We were to sort him out or we would be sorted out by the town executioner. So our party of seven brave adventurers set out to sort the demon out.

▼ The big, bad monsters attack yet again leaving Tol-Harquin no option but to mash 'em with his sword.

▲ Tol-Harquin the Barbarian indulges in a little pre-adventure sparring.

Our first problem was to get into the fortress which was magically sealed by a spiritual key. After a short discussion we decided to search the island. We had been searching for no longer than ten minutes when a skull faced midget, weilding a sword in each hand, popped up through the long grass and started screaming abuse at us.

We discovered he was evil by casting a magic spell that forced him tell us his alignment — good or evil. We shot through the grass at him, behind the covering fire of our welsh archer. However, when we got to within six feet of him five other monstrous creatures with silver faces and fangs jumped upon us and attacked. We had fallen into a well laid trap. Quickly we regrouped and fought our opponents. The sound of swords and shield clashing and the screams of battle filled the air. In the end our skill and strength of numbers finished them off. But at a price! Many of our party had serious wounds and if we didn't get help soon, this would be a short adventure!

We searched the island and ran into a few more encounters, which we managed to somehow win, before we found a man tied to a pole in the sea, being slowly drowned. We killed off his captors and rescued him, but one of our party was killed. He seemed very confused, but he did manage through magical means to cure most of our wounds with special herbs.

We also bumped into a palladin who was unfortunately being attacked by some nasty green orcs. We didn't manage to save him, but I relieved him of a nice silver sword that he could no longer use.

However, we still couldn't get through the spiritual door! Suddenly, one of our priests told us he had found a scroll hidden in a small shrine with which he could do an exorcism. He was reading it over the man he rescued, when we were attacked once more. This time it was Trolls, who we could

Island!

not kill, so we burnt them!!

By this time the man we rescued had recovered his memory. We found out that the spiritual key was in this man's body. So he approached the door and cast a spell and the door magically creaked open.

We waded through the ankle deep mud and water only to be confronted by a circular passageway off of which led numerous dark tunnels. It was about this time the explosions went off and the smoke began to fill the air. This time we were fighting about six humans and there was also a man dressed in a magician's garb. We battled bravely on, being chased and chasing around and around the circular passage way. It came as no surprise when the guy in the magician's garb started casting spells at us shattering our weapons and shields. This battle lasted about 30 minutes and we were really badly wounded. We then were lucky enough to find some potions and scrolls which went some way to healing our wounds.

▲ *Sir Hugh the Archer.*

We then found another magical door and to this day I do not know how we managed to open it. However, we got through to the pitch black, muddy, wet, smelly corridor, which was only big enough for single file. We slowly wandered down it and entered a small, smoke filled room.

It was full of candles and looked like an altar room. There were some silver plates on the floor and the greedy ones amongst us dived for them. Too late!! They were trapped and loud explosions rocketed through air. Then four men appeared as well as a demon which had red flashing eyes, horns and a manical laugh. It told us to leave or die. That was it!! The weapons came out and there was absolute chaos. Once again our priest came to our aid. He read a scroll which disintigrated the monsters and turned the demon's zombie servant on himself, and killed him.

We then moved out of the passage way into the bright light, only to be confronted by a group of Zombies. These caught us off our guard and battle weary and battle weary another one of our party bit the dust, never to rise again.

Then we bumped into him! The main man. The fallen angel. He was confident, he was arrogant, he was hard!! We first had to over come his Zombie servants and he cast all kinds of spells at us that paralysed us, blinded us and made us run away in fear. Eventually, I realised that my silver sword hurt him real bad, so after I lent it to a friend, who was stronger than me and got stuck in myself, we chased him outside the fortress into the open and slew him by the power of the sword. Our priests exorcised his body and we gathered up our treasure. Then it was back to the boat and off to the mainland. We all vowed to avenge our lost comrades and agreed to fight evil wherever it rose. We would return.

If you'd like to try your hand at an adventure on the Isle of Dread you should write to Pete Garner, The Labyrinthe Club, 77 Hinton Road, Herne Hill, London, SE24.

The 24 hour adventure costs £35, the 12 hours costs £19 and nine hour adventure £15.

▼ *What adventure would be complete without a pair of mad monks.*

▼ *After a hard day's fighting even the monsters look like they could do with a pint!*

Clare Edgeley reports on Sega's version of Ronnie Raygun's newest toy — *SDI*. Can you defend freedom and democracy?

She also takes a trip back in time to do battle with *Dragon Split*.

▶ SDI

Strategic Defence Initiative is the latest biggie from Sega, housed in a huge upright cabinet complete with rows of flashing lights along the top.

The game is divided into two halves — Offensive Half and Defensive Half. The offensive half comes first and is played out high above the Earth in space. Settled in your space capsule complete with roving gun sights, you've got to stop the opposing super-power gaining military supremacy in space.

That means blasting away at all enemy missiles, satellites, rockets, floating space stations and a host of other space junk, while dodging the laser bolts which come your way. This isn't as easy as it sounds. Your space craft is controlled by an eight-directional joystick with a fire button set on top, but your sights are controlled by a trackball. So while guiding the sights onto target, you must keep an eye on your craft in order to move it out of danger.

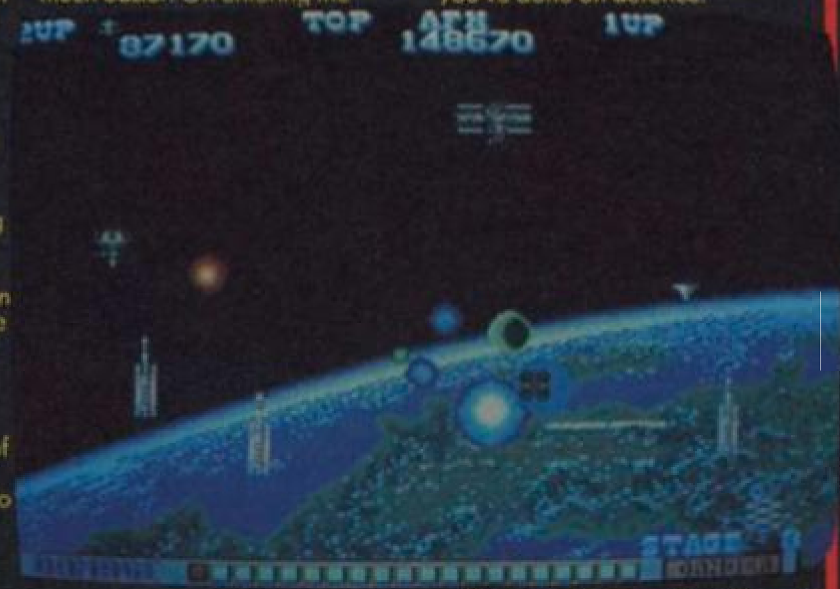
As you get better and move onto further levels, the numbers of enemy units increase until the screen is almost filled to overflowing. At these times it's difficult to destroy everything as the units each move at different speeds and eventually disappear out of the screen. Enemy fire is also increased and there's more likely to be a collision.

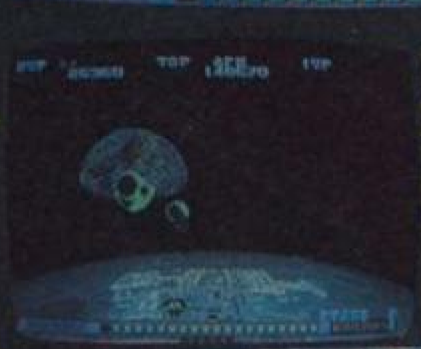
Power capsules can be picked up, and these ease life greatly by increasing the number of your sights, enlarging the area of an explosion or simply by increasing your ship's speed. When going for a power capsule which is attached to the bottom of a satellite, make sure you're close enough to pick it up as it drops. Otherwise it'll drift off the edge of the screen before you can catch it.

After a time, a shuttle flies onto the screen, scoops up the craft and your score is drawn up on a grid to show how well you've coped. The areas you are judged on include the numbers of enemy missiles, satellites, fighters and bases you've managed to destroy.

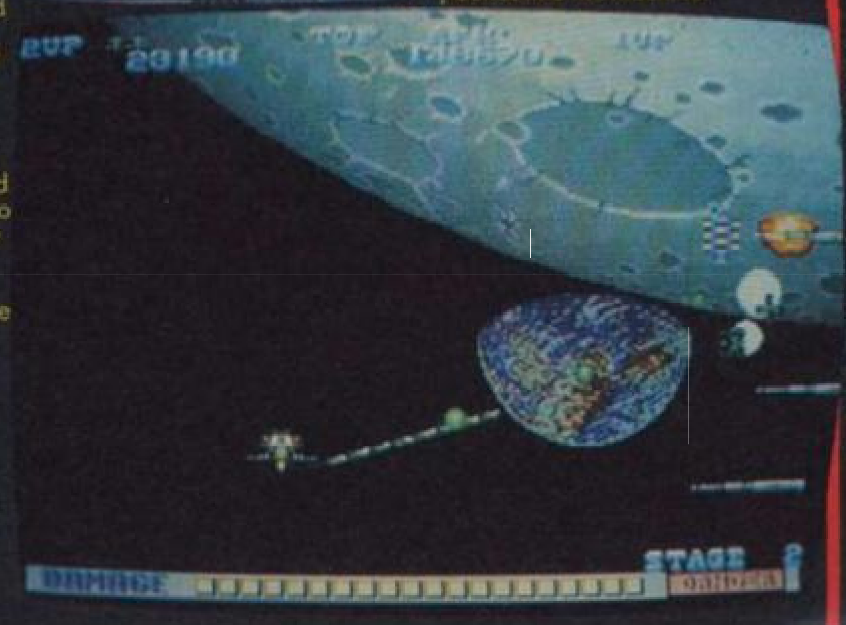
And then it's onto the defensive half which, to my mind, is much simpler. This time a large section of the Earth fills the screen and you've got to blast the enemy missiles as they zoom towards their destination. Head-on they look like deadly arrow heads, and if you can get them before they enter the atmosphere your job's made that much easier. On entering the atmosphere, they start to burn red while speeding up and when there are four or five bunched together, you may find it impossible to destroy them all before they reach target. As a great number of missiles will be travelling at any one time, all at varying distances from the planet's surface, the trick is to leave the ones that are only just starting their flight and concentrate on the ones closer in.

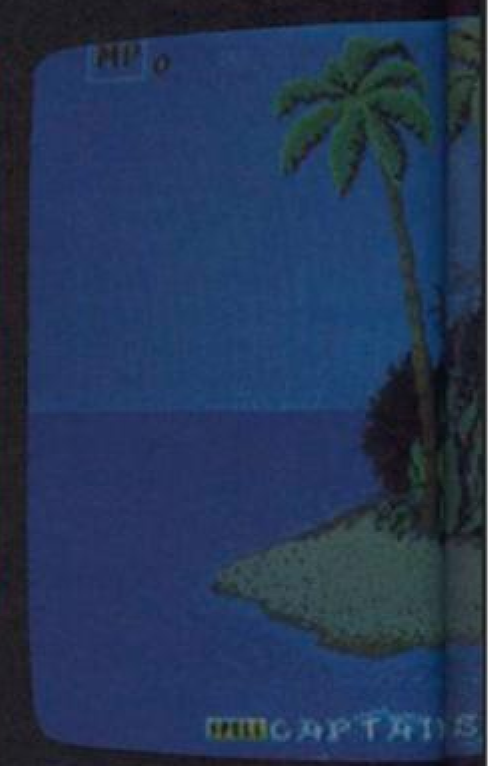
The defensive stage can be quite hectic, but isn't nearly as exciting as the offensive half. Once again, a shuttle zooms in to pick you up and this time the score board includes a percentage mark on how well you've done on defence.





The sound is minimal and though rockets disintegrate with a satisfying *Boom!*, other bits and pieces fizzle out in a disappointingly silent fashion. *SDI* is addictive in a quiet way and great fun to play, especially when using the two-player option, however, it isn't one of those games that get the adrenalin pumping and your heart heaving. Having said that, though I did pour pounds into the machine.





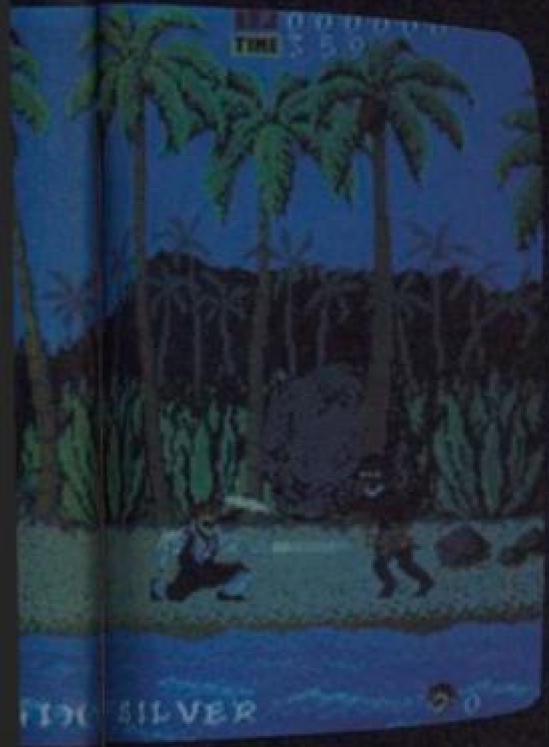
▶ CAPTAIN SILVER

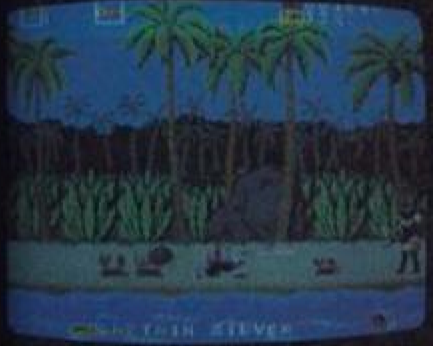
Captain Silver is the latest release from Data East in which you have to search for treasure through a number of scenarios, fighting your way past a host of hostile guardians and weird objects, and picking up various goodies which help on your quest or give extra points.

Your first task is to go through a town and make your way to the wharf. However, to get through the castle gates you've got to impale a couple of the castle's guardians looking suspiciously like bulls trotting upright on their hind-legs. One of these will drop, amongst other things, a key. While you're there, pick up the letters as well, they will spell out the name CAPTAIN SILVER at the bottom of the screen at which point you'll be awarded a spell.

Captain Silver's no walk-over. Just getting to the town is a chore, what with massive cats leaping off walls to claw you to death, more bulls to stab and objects which hurtle towards you at knee-level.

Out comes the trusty sword — not an interesting piratical cutlass — but an ordinary, boring old sword which can be used to slash at anything coming within swiping range. You'll have to be quick on your feet though, bulls charge from both sides with alarming frequency and the cats tend to drop down on you just when you're busy with something else. And of course, the nearer you get to the wharf, the





harder the going becomes.

Jumping into the air and ducking are absolutely vital if you're to avoid some of the hazards, and remember, you've got to collect as many objects as possible. Some are placed quite out of reach like the useful looking phial of liquid on top of the wall in the early stages of the game.

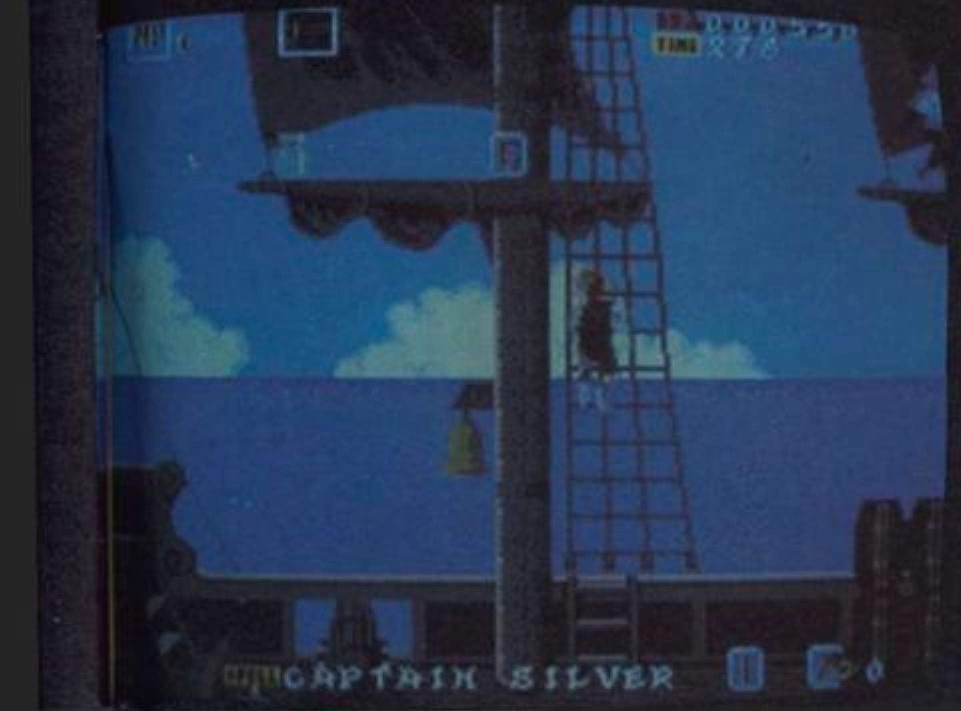
Should you succeed in the first level, which I admit I didn't manage, then you'll be moved onto the next scenario on board a pirate ship. Kill the one-eyed pirates, duck their flying knives and scramble up the rigging to get the cowards hiding at the top. But your aim is to find the Captain who's sulking in the bridge.

The third stage may reveal the treasure at the end of the rainbow ... sorry, I mean island, as it's on this deserted hump of sand, inhabited only by spear wielding natives and manic coconut trees, that the smell of gold gets stronger. By this time you'll know to duck flying arrows, stab at falling coconuts and put an end to the giant killer crabs. These tend to sidle up on you from both directions, and before you know it a coconut will land on your bonce, stunning you while the crabs get to work on your toes.

Occasionally a fairy appears, and if you manage to jump on it you seem to get extra weapons. Believe me, shooting something from a distance is a whole lot easier than a close tussle. Also line your pockets en route with gold dubloons, and make sure any key lying around is picked up because you're bound to need it at a later stage in the game.

The sound is reasonable, the sprites and general backgrounds are excellent and though Cap'n Silver's not exactly fast on his pins, at least the game doesn't dwaddle. One horrible noise, though, erupts from the good Captain's mouth every time he makes a stab at something.

All in all, not a game I'd make a song and dance about, but it's mildly addictive, quite tricky and the scenario's been well thought out.



▶ DRAGON SPLIT

Namco's *Dragon Split* is basically a shoot'em up of the *Galaxian* type with a dragon taking the place of the more usual space craft. Dodging is called for here and also a good bit of nifty shooting if you're to clear the ancient swamps of prehistoric relics and the skies of flaming birds.

The birds, all coloured yellow, are the first to attack, swirling and swooping down in formation, and your winged dragon is going to have to flit swiftly round the skies to get them all. You've got three lives and three brushes with death before you lose a life. Being touched or hit by the enemy counts as a brush with death. So even if you accidentally clip wings with a bird your dragon lets out a mighty squawk to warn you of his impending room.

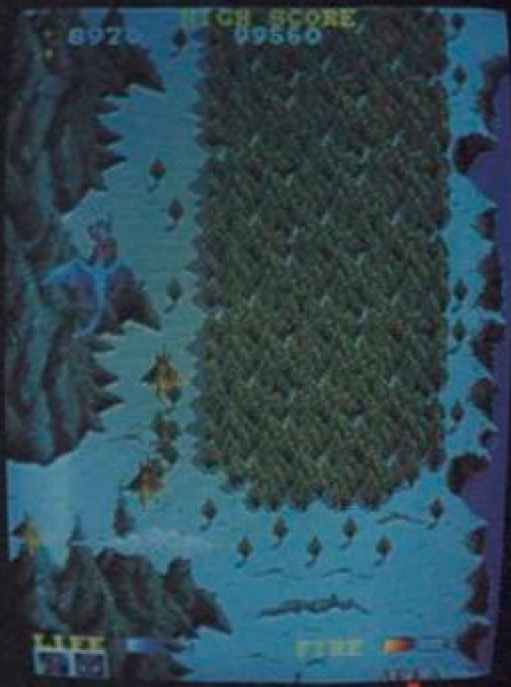
The landscape is pretty bare at first and takes you along a narrow river which widens to an estuary. And as it's filled with hostile prehistoric creatures doing their level best to kill you — you've got to cope with attacks from both the ground and the air.

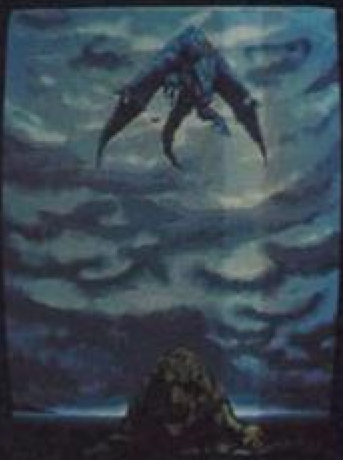
The music is superb and your foot will soon be tapping away. Loud and full or rhythm, this is one of those rare instances when the sound adds to the action.

As you travel the course of the river, the attacking creatures change and increase in numbers and ferocity. Still come the air attacks, but the ground based beasts also add their might throwing up a deadly collection of bombs which, at times, become difficult to avoid.

But added firepower is near at hand if you can shoot and catch it in time. Lying around in infrequent gaps you'll notice gargantuam eggs — both red and blue. Hit one of these with a bomb and out flies a small ball of the same colour. Catch the ball and if it's blue you'll gain an extra head breathing out a steady stream of flames, if it's red you'll be given extra fire power — both bombs and flames.

Dragon Spirit may not be original in theme, but it's quite a lot going for it. And though it joins the already swollen ranks of shoot-em-ups in the *Galaxians* genre, its tricky and addictive enough to encourage you to spend just another 20 pence.





ARCADE ACTION

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BEAT THE BEST

The search is hotting up for the best coin-op player around. High scores are flooding in to the C+VG offices and arcade addicts are doing their nuts in an effort to beat the best. So send in your high scores NOW!.

And that's not all, thanks to Euromax, who is sending out the High Scores Chart to many arcades round the country, you will be participating in a huge nationwide contest to find the ultimate champions.

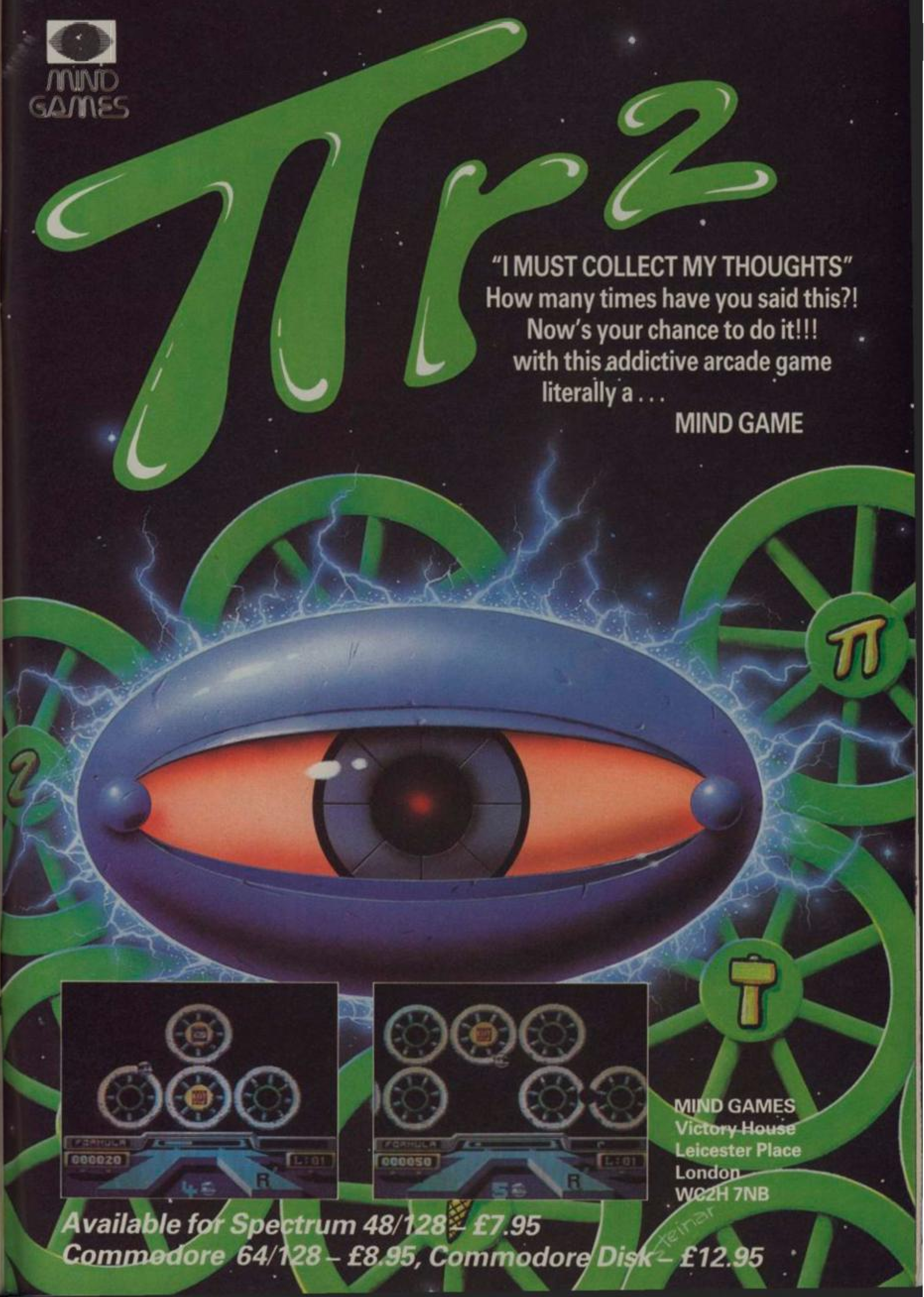
If you would like your favourite arcade to get in on the action, get the owner to write to: C+VG's Hall of Fame, Euromax, Bessingby Industrial Estate, Bridlington, North Humberside Y16 3SJ.

UK COIN-OP HIGH SCORES HALL OF FAME

Rygar	4,735,250	Keith Bradley, Blackburn, Lancs
Green Beret	6,166,500	Michael Robertson, Newcastle
Street Fighter	1,975,600	Graham Smith, Manchester
Ikari Warriors	2,192,200	Charles Taylor, Lincs
Gun Smoke	1,876,250	Gavin Davies, Swansea
Bubble Bobble	4,793,200	Keith Bradley, Blackburn, Lancs
Gauntlet II	6,758,572	C M Bradley, Sussex
Quartet	8,576,750	James Washburn
Yie Ar Kung Fu	9,999,999	Geoffrey Clarke, Sunderland
Out Run	350,070,030	Steven Martin, Leicestershire
Slap Fight	6,680,550	Phil, Farnworth, Bolton
Indiana Jones	1,180,060	U.S., Bristol
King Of Boxer	1,800,000	Gary Spencer, I.O.W.
Hyper Olympics	2,100,000	Gary Spencer, I.O.W.
Spellbunker	3,500,000	Gary Spencer, I.O.W.
Block	228,980	Jason Dowling, Dublin
Jackal	674,810	Paul Stokes, Sussex
Victory Road	130,200	Martin Deem, Hants
Rampage	68,400	Manish Ragvarni, London E8
Battle Lane	1,343,700	Elout de Kok, Holland
Enduro Racer	22,020,000	Elout de Kok, Holland
XX Mission	1,565,300	D Pruett, Staffs
Valtric	116,400	D Pruett, Staffs
Great Gurianos	2,970,800	Paul Stokes, Sussex
Mag Max	192,000	A J Rolfe, Cafe Chertsey, Surrey
A.S.O.	780,000	Fiz, Coventry
720°	264,950	Martin Deem, Hants
Arkanoid	995,410	Tony, Farnworth, Bolton
Rolling Thunder	491,100	Martin Deem, Hants
Legendary Wings	361,400	Matthew Preece, Kent
Side Arms	17,663,300	Jonathan Cook, Co Dublin
Gryzor	1,439,900	Simon Mills, Southport
Fighting Wings	101,400	Bredon Bird, Glasgow
Metro Cross	793,940	Gavin Davies, Swansea
Arm Wrestling	345,000	Peter Huesken, Holland
Jail Break	265,450	Martin Deem, Hants
Paperboy (Cheat Mode)	1,782,214,387	Matthew Hill, Sussex
Space Harrier	31,900,730	Matthew Preece, Kent
Hogan's Alley	325,000	Neil Coggins, Liverpool
Terra Cresta	10,000,000	Cao Nicholas, London W2
Section Z	3,200,500	L Murphy, Essex
Tokyo	3,485,500	Stuart Dixon, Oxon
Express Raiders	950,220	Matthew Preece, Kent
Tube Panic	428,368	Stuart Dixon, Oxon
Pacland	4,150,400	Mark Mendes, London, W10
Iron Horse	1,756,200	Jason Dowling, Dublin
Shao Lin's Road	8,270,000	Fiz, Coventry
Mikie	310,800	Nigel Parker, W Yorks
My Hero	9,857,212	Gavan Davies, Swansea
Trojans	280,650	Fiz, Coventry
Ghosts 'n' Goblins	7,554,700	Simon Lennox, N Ireland
Kung Fu Master	564,800	Romano Lindhout, Holland
Wonder Boy	2,020,170	Daz, Farnworth, Bolton
Tiger Heli	1,350,640	Larry Barr, Shropshire
1999	1,009,200	Geoffrey Clarke, Sunderland
Salamander	1,700,000	Keith Bradley, Blackburn, Lancs
Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
TX-1	289,000	G Whitthingham, Birmingham
Road Runner	2,000,000	U.S., Bristol
Gauntlet	5,867,911	Jeremy Walt, Cornwall
1942	12,164,340	Neil Wilde, Farnworth, Bolton
Marble Madness	208,340	Martin Deem, Hants
Return of the Jedi	2,250,310	Martin Deem, Hants
Do Run Run	1,605,100	Adam Mastromarino, Bristol
Star Force	3,315,000	R Jones, Star Games, Dyfed
Buggy Boy	103,200	Peter Huesken, Holland
Super Mario Bros	2,702,800	Martin Deem, Hants
Hang On	49,658,320	Martin Deem, Hants
Commando	1,600,320	Bev, Farnworth, Bolton
Choplifter	2,238,400	Michael Kane, Scotland
Bomb Jack	16,424,000	Matti Javelin, Finland
10 Yard Fight	480,050	Brett Caines, Bristol
Track & Field	7,899,500	Nick Roberts, London
Tazzmania	2,300,000	Gary Spencer, I.O.W.
Robotron	368,950,000	P Coles, Cardiff
Pole Position	110,545	Matthew Bryden, Kent
Pac-Man	3,500,000	Christopher Burns, Lancs
Mr Do	10,000,000	Peter Huesken Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
Defender	2,000,000	Gary Spencer, I.O.W.
Flying Shark	558,340	Neil Wilde, Farnworth, Bolton
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
Arian Mission	2,231,790	Phil, Farnworth, Bolton
Haley's Comet	574,450	Phil, Farnworth, Bolton
Legendary Soldiers	324,030	Phil, Farnworth, Bolton
SkyKid	496,000	Bev, Farnworth, Bolton
Pinball Action	2,400,180	Andy, Farnworth, Bolton
Soldier of Light	1,715,920	Leith Bradley, Blackburn
Psycho Soldier	182,200	M Hylands, Starburst, Bridlington
Psychic 5	2,7[illegible]6,100	N Watson, Starburst
Turbo	9,907	C Firth, Starburst
Side Pocket	48,500	P Bolton, Starburst

1. 1942	CAPCOM
2. WONDERBOY	SEGA
3. BUBBLE BOBBLE	TAITO
4. PACLAND	NAMCO
5. BIONIC COMMAND	CAPCOM
6. RYGAR	TECHMO
7. ARKANOID	TAITO
8. TERRA CRESTA	NICHIBUTSU
9. EXPRESS RAIDERS	*DATA EAST*
10. GHOSTS 'N' GOBLINS	CAPCOM

● The Top Ten chart is compiled by *Euromax* and shows the most popular games nationwide.


MIND GAMES
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"I MUST COLLECT MY THOUGHTS"
How many times have you said this?!
Now's your chance to do it!!!
with this addictive arcade game
literally a . . .
MIND GAME

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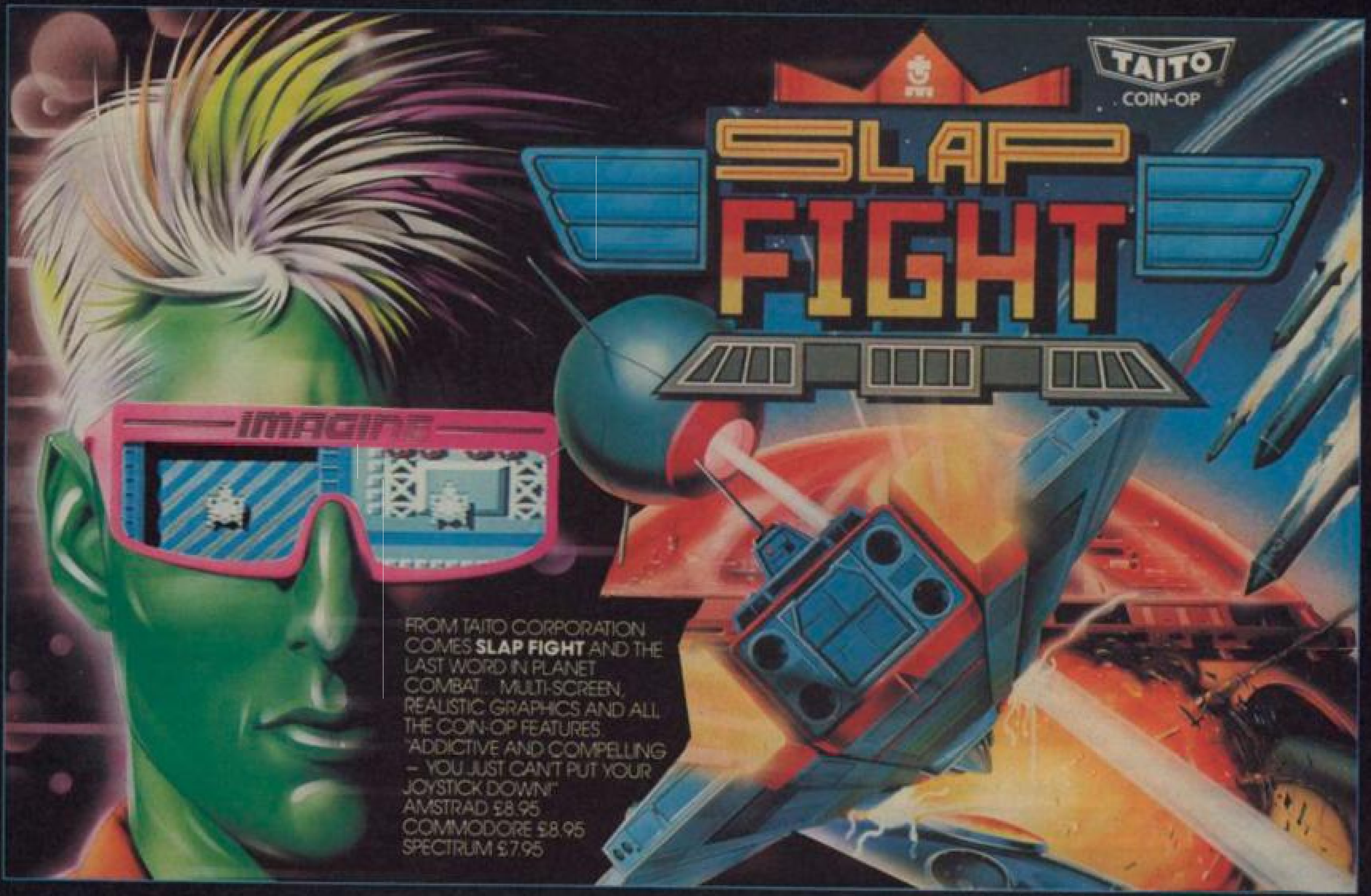

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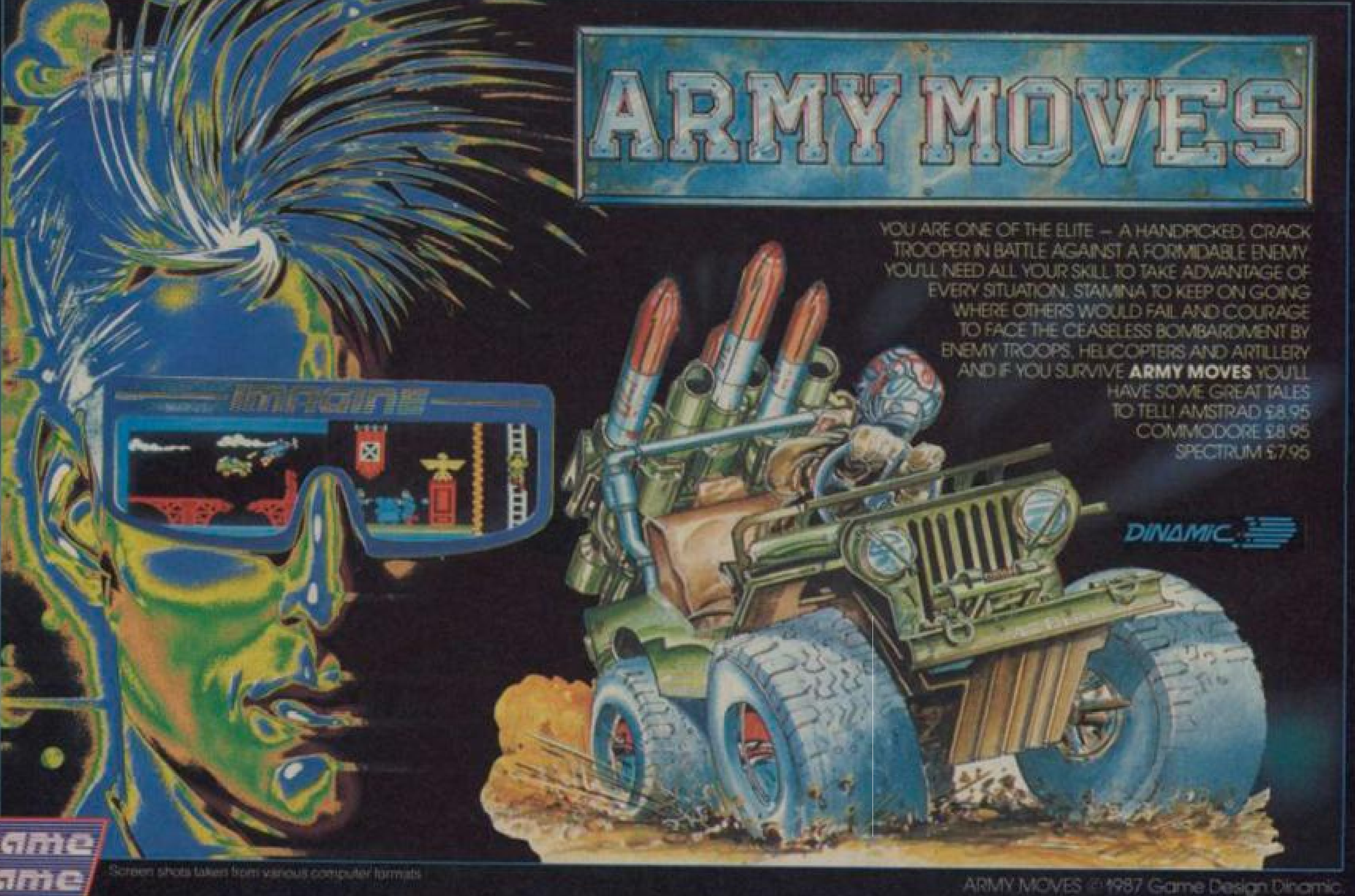

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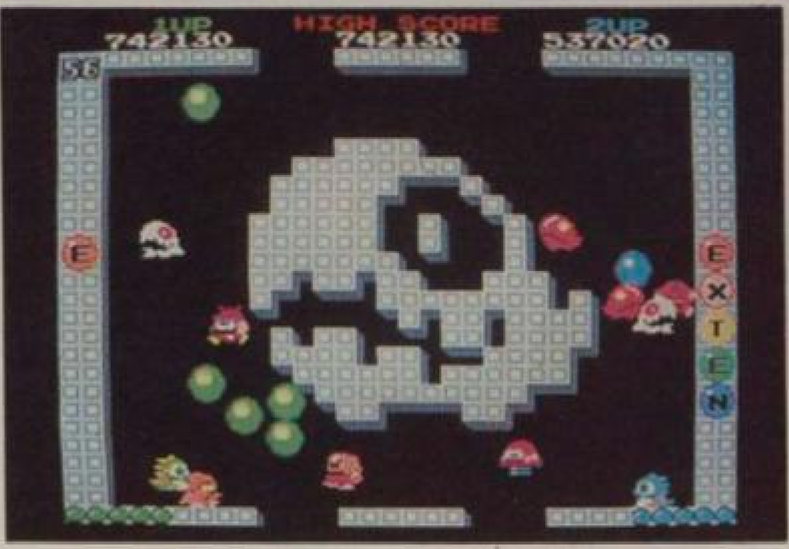
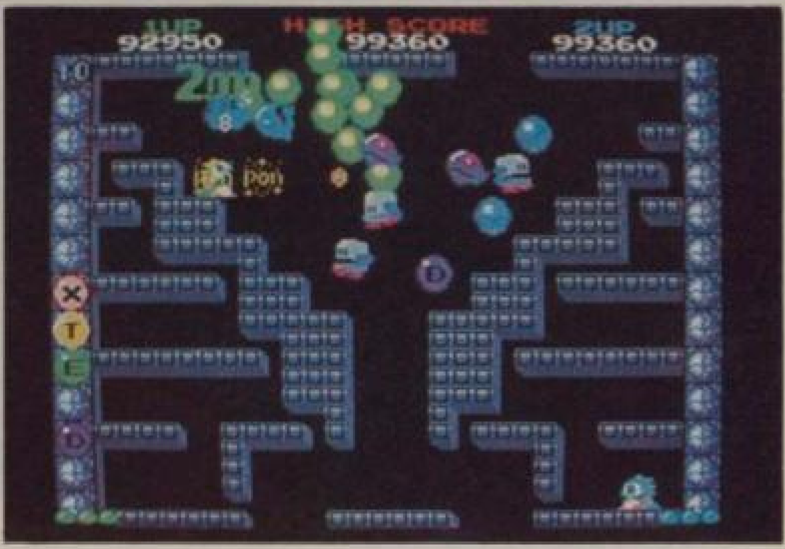
Street Scene......

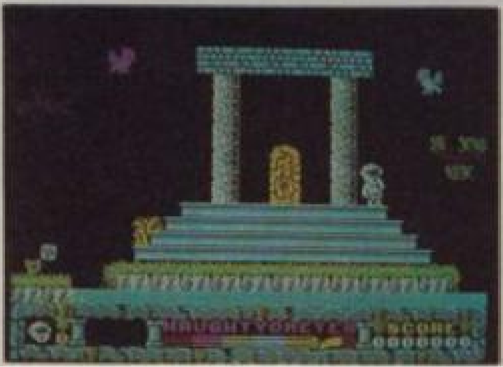




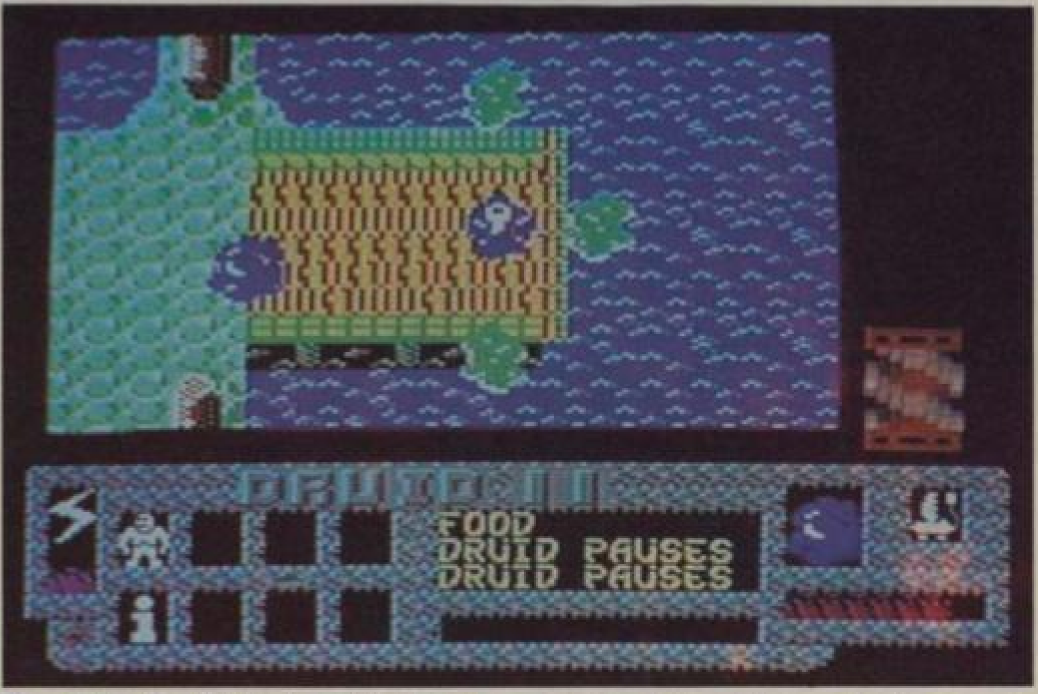
Bub and Bob, two under-weight Brontosaurs, are about to float onto computer screens everywhere after their highly successful run in the Taito coin-op **Bubble Bobble.** The Bronto brothers are spoiling for a fight, and they get it from the seven types of inhabitants of the game's 100 levels.

Meanies include Blubba, Benzo and Bonnie-Bo, but all pale into comparison when the evil Baron Von Blubba hits the scene — he's the one it's hardest to destroy. Bub and Bob a gentle twosome. Not for them the finality of the laser blast, or the explosive blob bombs. Their only weapons are bubbles, blown from their gaping mouths, which encircle the bullies, float them up towards the top of the screen and bring them down on their heads with a burst. There're masses of other exciting adventures to play out, diamonds to collect and bananas to eat . . . but the secret of the game's surprise, so we won't give too much away.

The brill conversion work, done for Firebird by Software Creations, bears close comparison to the original coin-op but the sound track has yet to be added before its release in September.



Imagine the peace and serenity of the jungle. The burnished red of the setting sun, zebras, tigers, and lions grazing together near a pool, and the sudden titanic yell of **Jack the Nipper** as he glides to earth on his nappy parachute in his new game **Coconut Caper**. He was the one who got his family deported from Britain to the Aussie outback, but he didn't like the idea of all those dingos so he took a chance and jumped somewhere over Africa. Now he's got to avoid his father, who wants to give him a spanking — and the natives who aren't always friendly. But not to worry. There're plenty of naughty tasks for him to perform, as usual. He can act like a regular teeny Tarzan, swing on vine ropes, and throw coconuts or spears at the pygmees. The game will be on the Spectrum for £7.99 while Amstrad and Commodore cassettes will sell at £9.95. Alternatively you could try the Amstrad or Commodore disc versions at £14.99.



Crom! The Druid is back and he's twice as magical! Yup, Druid the First may have been a big hit — but prepare yourself to be spellbound by the sequel, entitled **Enlightenment (Druid II).** Created by **Dene Carter, Andrew Bailey** with music by **David Hanlon**, speech by **Simon Pick** and a killer loading screen by **Paul Docherty**, the game has heavy *D&D* influences and is coming your way on the **Firebird** label next month, initially on the 64.

Hasrinaxx has a mission — to destroy the Dark Mage before he destroys the land of Belorn. Fight off the living dead, wild trees and deadly mushrooms in the action packed arcade adventure.

Druid II is going to be big. Watch out for our players guide next issue.

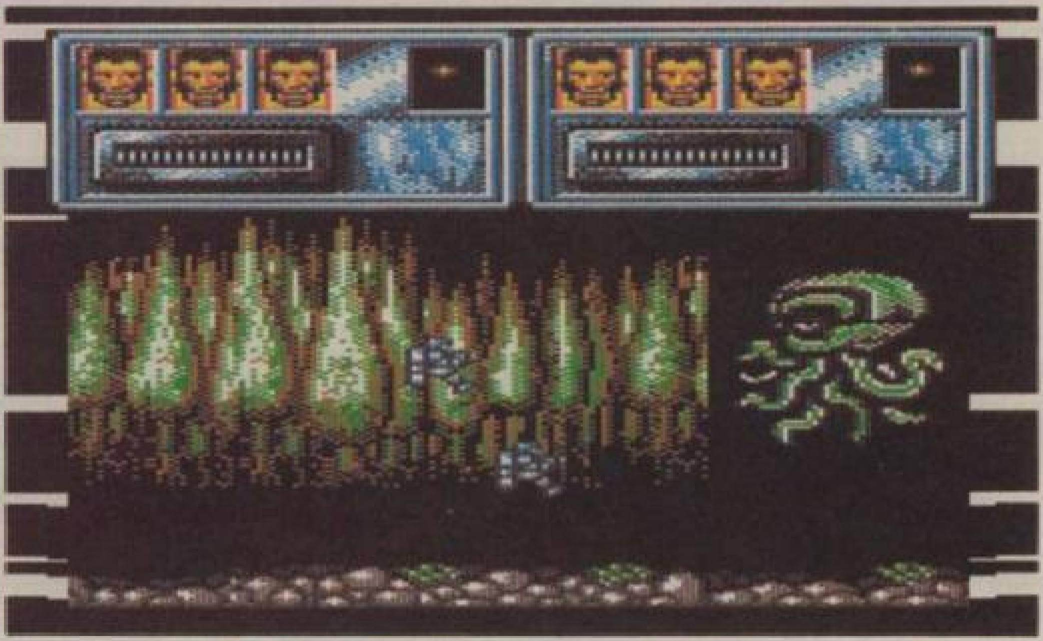
The game comes with a comprehensive manual which explains — in true *D&D* fashion — how you can mix and match the spells you need to collect.

The Golem is back from the original *Druid*, but our hero can also call on other elementals to help him wipe out the big bad Dark Mage.

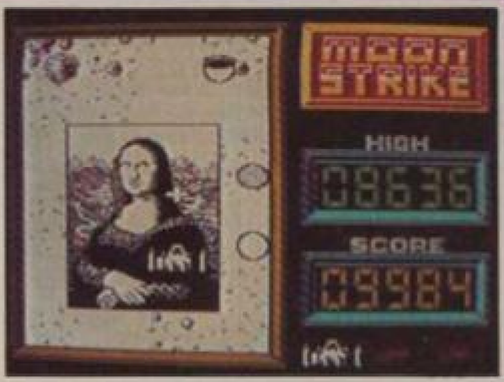
Megacity, that **2000AD** masochists' health farm, is a popular place. First Piranha licenses a rather unsuccessful **Rogue Trooper**, then Melbourne Mouse takes on **Judge Dredd** — another limited success — and now Pirhana is back at it with **Judge Death.**

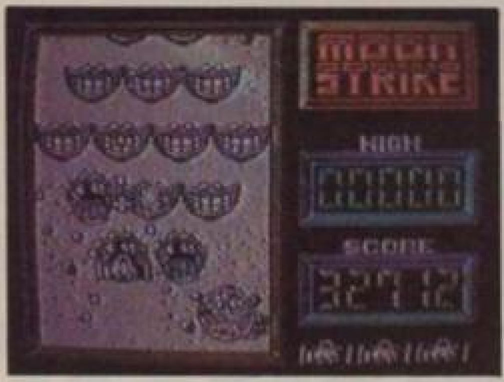
This latest arcade thriller pits the beautiful but deadly, Judge Andserson against the dreaded Dark Judges. They've come from another dimension to wreak perverted justice and death on all living beings. Judge Death is their leader, a mummie of a monster with a claw that rips out human entrails. Only Anderson's blasing laser and psychic powers will save the Universe — and the game buying public.

The game, due out in September on Amstrad, Commodore and Spectrum games machines, will cost £8.99.

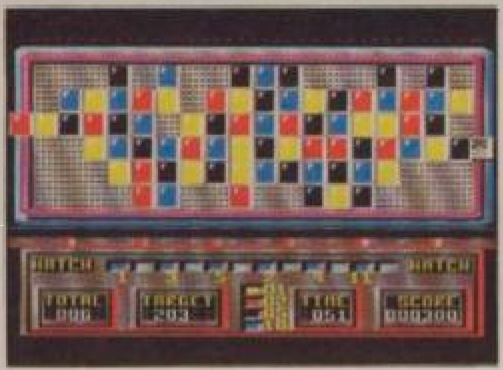


Hey! We're the **Jet Boys** and we're going to blow you away! This is a sneak preview of a new game set to appear on the **CRL** label from a brand new programming team called **Solid Air.** It's a two player game — each player controls a heavily armed Jet Boy through a horizontally scrolling alien landscape blasting aliens. At the end of each level you have to wipe out a BIG alien like the one in screen shot. **Jet Boys** should be out on all formats at £8.95 on cassette.

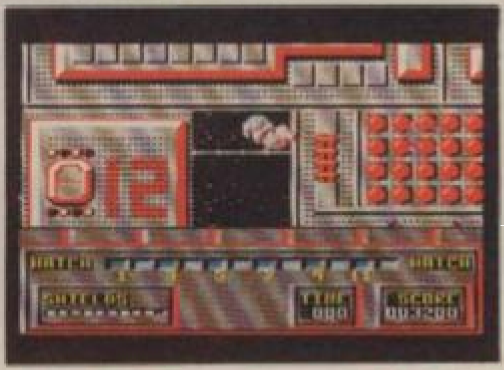




Prof Humphrey Bogus, inventor of the Digital Teabag and leader of the Lunar Renovation Project, has parked his latest weapon, The Tachyon Vortex, on the near side of the Moon and intends to wipe out the Earth. Your mission, should you choose to take part in such madness, is to destroy the infernal device during Moon Strike, a vertical scrolling flash through futuristic, digitised landscapes — only in this game your ship can fly over a giant picture of the Mona Lisa. The aliens are oddball too. Just wait until the hail of animated coins, bombs and pizzas hit you. **Moon Strike** has been programmed by a new team, **Binary Innovations** from New Zealand, and will be launched on the Spectrum, £7.95, during September.



If you boldly go out to your software shop sometime soon you'll discover **Discovery,** a huge space style game from **CRL.** It's *Oink* meets *Death or*

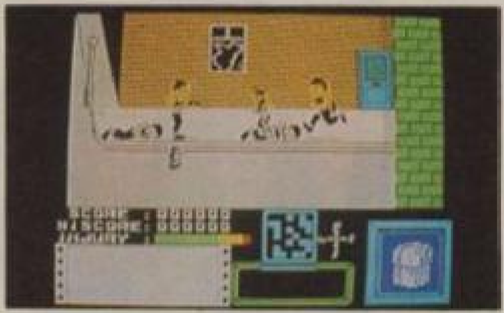


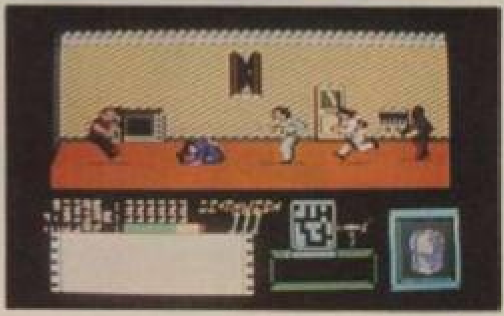
Glory — a space shoot-'em-up combined with 12 different sub-games created by Software Invasion, the team who brought you **Plasmatron.**

Death Wish III will be out on the streets soon and it's looking mean. Gremlin give you the chance to become vigillante Paul Kersey, as played by rough tough Charlie Bronson in the film.

Play out the wild justice of your dreams, take out muggers, rapists and robbers on the streets New York. Your range of weapons is guaranteed to put you on the winning side. There's your famous 475 Wildey Magnum hand gun and a pump action shot gun. You're well protected with a bullet proof vest and can have a bloody good gore bath without worrying too much about the ordinary citizen on the street.

Hitting them may make your score suffer but Gremlin has provided a team of nurses to mop up the blood and stitch back the limbs.





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● I'm a long-time reader of C+VG and I've seen many reviews about all different aspects of gaming, through your review-packed pages.

One game which stands out on its own and that is *Soft Aid*'s compilation tape for charity — with proceeds from the game going to the starving of the third world.

Many people bought this tape and so in turn saved many lives. In my area, pirates operate with any game for any machine, but I was glad to see that these pirates did not copy this charity tape — who said they didn't care?

This tape sparked off other compilations for other charities but didn't get far. Nowadays all software companies are concerned with "are we at the top of the software charts yet?" or "how much is our new game earning?".

We game-buyers pay enough as it is, just to see the software companies getting fatter on our hard-earned money. Why can't they help those less fortunate than themselves?

Most software companies produce two games every eight weeks or so. Why don't they give half or more of their income to different charities every three-four months?

If they did this then more people would buy the top-selling game but in turn help others too. Or does it take another earthquake, bad crop, or chemical leak to make them realise that they can't just do this for a couple of months' till things look better. Charities all over the world need money ALL year round because disasters happen all the time in Africa and third world countries.

Also, if the game did sell well, they would in time get some of the money they lost, back on other leading games.
Russell Mills
Oxon

Editor's reply: You'll be pleased to hear about BACKPAGE — the compilation being released to raise cash for the NSPCC. Buy it today. Details on our news page.

● I have come to the stage in life where I feel I need to upgrade my old Atari 800 to either an Atari ST or Amiga. I have seen the graphics on the ST and they are very impressive.

Now to the point of this letter. I would like your honest opinion on which of these two machines is the best. The ST seems to be doing very well at the moment and was launched at the perfect time and has got a lot of publicity including TV ads. The Amiga has had none of this. What do you reckon C+VG?

Jason Dowling
Dublin

Editor's reply: Get an ST. They are cheap. There's tons of software and I like them. OK?

● I am speaking on behalf of the millions of Amiga freaks out there in the big, wide world. As if it wasn't enough for "reviewer" Chris Cain to say in his review of *Sinbad*, that he finished the game in five or six goes but to actually tell us the conclusion of the game — it has totally spoilt the game for all of us. He completely ruined the game for a whole audience of Amiga freaks.

I am totally sure that a minority of them are going to buy this game and I am equally convinced that *Mindscape* are not really satisfied with this review.
Matthew Bryden
Kent

Editor's reply: Ha! Given yourself away Matthew. It's obvious that your Dad, or some member of your family, works for Mindscape. Chris will be visiting your home very soon to sort you out. Have the Oddun's ready.

● Aaaaarrrrgggghhhh!!!! This makes me so mad! What I'm referring to is the organisation of last month's issue. When I hastily brought it home and turned to the contents. Aah! Page 87 *Sentinel* Players Guide.

So I flicked to 87, but, gasp, NO Sentinel guide. So I looked for it and there it was on page 82! What's going on? Then I went to page 108 — Arcade Action. But, where was it, again, it was not there. It was on page 122. Then I turned to the *Bug Hunters* — page 124. Yep, you've guessed it — they weren't there. Instead they could be found on 126. To top it all you made mistakes on Tony T's *Hot Gossip* section — you put captions under the wrong piccy. This is going too far. Please stop this foolishness and do not make future mistakes, otherwise you will have a mad axeman on your hands.

On last thing, I loved the brilliant articles on *Metal Heroes — Fantasy Figures!*
Wenchin Ng
London

Editor's reply: I could give you a long and very boring reply Wenchin, but this isn't *Crash* or *Zzap* — so just try adding the page numbers up, divide by five, sprinkle some Perrier over the contents page, hold it up in front of a street lamp and you'll discover the proper page numbers. Haven't you ever heard of security? Can't have just anyone reading C+VG, can we?

● I am writing to get my views heard! I think that the music section in C+VG is a VERY good idea. It makes for a more varied mag.

All those who complain should try really listening to Rock and Heavy Metal which is real music, not just pressing a few buttons on the synthesisers like much of today's pop music is. Give it a go, you'll love it! There's nothing better than a bit of AC/DC while alien zapping.

C+VG is easily the best computer mag on the market, especially now it has many other regular features like PBM, the Big Screen and Rock On.

It all makes for a much more varied, entertaining and value for money mag. The posters are brilliant too!

But I hope all these features will not in any way cut the space for what the mag is produced for — computer and video games.
Chris Brooks
Cornwall

Editor's reply: See, I told you games players liked Metal. Pass me the air-guitar, I feel a solo coming on. Never fear — we'll never lose sight of our main purpose in life — to bring you the best in computer entertainment.

● OK. First things first. Covers. These used to be extremely good — take for instance the year book — Dallas and more recently *The Pawn*.

Now look at the more recent

pictures — Barbarians. Good grief, what rubbish. The Barbarian looks as if he is in the process of removing his full set of false teeth.

The Guild of Thieves cover was incredibly bad. I've seen better artwork on the back of a cornflakes packet. The Gunship wasn't too bad but Indiana Jones was not very good.

Poster now. Most of which are rubbish. For example did you import a three-year-old from Japan to draw the embarrassingly bad Gobots picture? Now to probably the worst poster ever designed by C+VG. Yes! You guessed it, Miss Melissa Ravenflame. What a naff picture. My nine-year-old sister could do better.

Bughunters is totally average and the storyline is awful! Still, C+VG does have its good bits like . . . er . . . um . . . the Arcade section.

The Barbarians posters was trashy. Who wants a picture like that?

Ben Rainbow
Ilminster

Editor's reply: I'll have you know that I modelled for the Barbarian cover — and there's nothing wrong with having false teeth. Looking forward to seeing your nine-year-old sister's artwork. Makes me wonder why you spend a quid on this magazine every month.

● I wish to pick your brains. Around Christmas time I bought two games for the Spectrum Plus — it was a special double pack. In it was *Uridium* and *Firelord*. After two weeks of non-stop playing I got a brill score and to my utter dismay, after I entered JAY in the Hall of Fame, I found that some letters (DFL or something) had mysteriously taken place in my score. Has anyone else had this problem?

Jason E Mellor
Cheshire

Editor's reply: Better than picking your nose, I guess. Are you sure your Iceyboard is on the right way round? Are your fingers on in the right order? Did you eat your vegetables? If this is the only problem you've got then you're laughing.

● I have enjoyed reading C+VG for several years and been pleased that it has gradually improved in spite of some of your juvenile letter-writers.

I always imagined that your targetted market was the 10 to 20 age group, but enjoy the contents even at 33.

Your recent foray into music suprised me — a touch of *LM* I think. As music is a far more personal subject than computer games, I think it better left for the specialists such as *Melody Maker*, *Sounds*, *Record Mirror*, etc. Your current reviews have been too narrow in choice of subject, apart from that, the majority of teenagers I know do not like Thrash or Heavy Metal. They seem to prefer the likes of Madonna or Whitney Houston.

If you must review music, at least let it be from volume selling artistes and not esoteric cult groups. As an alternative to no music reviews, you could try delving into different types each month including an occasional foray into the top-selling albums rather than new releases.

I would sooner read a review of a group's new album than an album by a new group. My own tastes vary from cult types such as Pere Ubu, Christian Death and Beki Bondage to to mega-types such as Kate Bush, Kim Wilde and Starship. At least you require a serious re-think regarding style and content.

Pat on the back time for your PBM section. The first and the best. Also thanks for the free poster of Maria Whittaker and Barbarian and for the Imagine *Game Over* artwork — how about a poster of that?

Also, whatever happened to the delightful Melissa's sexist cartoon? It started very interestingly until she started covering up the Aneka 'The Skull' Rice's jumpsuits. I can tell they are from Aneka' cos they are baggy on the bum.

Finally, how about a strategy and simulations section? I would like to see a round-up of games currently available and which are worth buying. As an ex-Amtix reader it was one of their best sections.

Playing games on a computer does not mean you are a thicko — I'm in MENSA and I don't program or do anything serious — I'm far too busy enjoying myself.

Bill Fox
Derbyshire

Editor's reply: Thirty-three eh? Almost as old as Paul. Shocking still having fun at that age. Should be a law against it. OK — we get the point about the music. Watch this space — again! Jerry's cartoon is taking a break — but Melissa is still wearing the jumpsuits in Esso adverts. We've already got a strategy section — WAKE UP!

● After reading your brilliant comics article, I have decided to write to you about your magazine's change to not just a specialised computer and video games mag but to a more varied one.

Some changes, in my view, are for the better. These include the comics and the role-playing games.

Some, however, are for the worse, these include the metal miniatures and the rock music article/section. Comics and role-playing games have something to do with computers, but how rock music and the miniatures can be of any interest to computer users. Please keep irrelevant features like these two OUT of C+VG.

I have been collecting comics for about five years now and have enjoyed myself greatly but with continued criticism from family and friends, but it was hard and after a year's absence from the comics scene, I returned with a vengeance to find sheer brilliance.

How about printing some posters of comic-book characters? If you put LT Laww in comic book form he would sell like hot cakes.

Syed Absar
London

Editor's reply: Don't quite follow you, Syed. Role-players USE the miniatures for games — and programmers do their heads in with loud music while coding code for games you zap away at. Glad you like the other changes, though.

● I've been a reader of your magazine for about a year now and I've NEVER read anything better. Your reviews are great and I particularly like the system of putting rating for different formats in the same reviews.

One thing I'd like to know, is it possible to buy C+VG tee-shirts/sweat shirts? And if not, why not? Another thing, I am, at the moment considering three possible futures for my interest in computing.

They are — keep my C64 and build it up into a complete system. Sell my 64 and buy an Amiga A500 or buy the Amiga and keep my C64 and tape deck without investing in disk drives, etc.

I know that the C64 is popular with loads of software and that the Amiga doesn't have anywhere near this amount, but it is a great computer.

I can only afford to go for one option, so could you offer me some advice. By the way, does the A500 need a monitor or will it run off my TV?

Richard Monks
South Humberside

Editor's reply: If you want an Amiga you're going to have to buy the peripherals — there's a big word — anyway. 64 stuff isn't compatible. And yes, you'll need a monitor. Commodore in their wisdom haven't made the A500 with a built-in modulator. Daft, if you ask me.

● The last time you did the video section, all you reviewed were kiddies' films. We want to see some good sickos! Love the mag.

G Ross
London

Editor's reply: Sickos!? You mean like Craig's home movie of Garry Williams in the bath. Talk about Moby Dick . . .

● As C+VG is available in the remote town of Khamis Mushayt, Saudi Arabia, since last April, I have been a regular reader of your beautiful, informative and colourful magazine.

One thing, though, why don't you omit the comic pages and devote those pages for info. On Atari ST and Amigas as readers know very little about these machines.

I want to produce commercial titles for small stores and establishments, so I decided to buy a computer with bigger memory. I am

Continued of page 143

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Khalid Sohail
Saudi Arabia

Editor's reply: Now here's the sort of reader I lika to get letters from! Polite, and to the point. The Atari STFM can be plugged directly into a TV. The ST needs a monitor. Buy an ST or an Amiga — both will serve you well. But it really depends on how much cash you want to spend. Check out our next issue for the special Atari/ Amiga supplement.

● I am hopping mad — fuming, in fact. Software companies do all these lovely adverts for their up-and-coming games and get all your readers really keyed-up waiting for the release date.

We all rush out and buy their games and that's that as far as the companies are concerned.

They don't want to know us until the next game release. But, what about us — we buy the game and find it nigh on impossible to finish certain levels or to find magic potions.

So, of course, what do we do — we phone the company concerned and what do we get — sorry, we can't help you, we don't have hint sheets, or even better, we don't give away hints. So there we are, left tearing our hair out trying every conceivable way possible to complete the level.

Don't they realise that after sales is just as important as all the lead-up to the release.

I'm not asking them to give away the complete formula to the game, but surely if someone can't even get out of level one there is no harm telling them how to do it and get on and enjoy the rest of the game. Do any other readers think this is a valid argument.
Cameron Watts
Dumbarton

Editor's reply: You're not talking about System 3's *Last Ninja*, are you? Sounds like you need a good seeing to by Melissa Ravenflame and Ideas Central. And it costs you less than a phone call! Seriously, C+VG prints solutions to many different games each issue — so BUY IT MORE OFTEN! And help keep me in the style I've become accustomed to. The cardboard box is quite comfortable, thank you . . .

● In reply to M Wilson's letter — there is one Enterprise User Group. He can contact them at this address: IEUG, PO Box 13, Crowborough, E Sussex TN6 1QX. Make sure you enclose a SAE when you write. There is also an IEUG hotline available from 7pm to 10pm. The number is 08926 3890.

If anyone wants to help with their enterprise or wants a pen pal then wirte to me, c/o C+VG.
John Foster
Sheffield

Editor's reply: So now you can all boldly go where no computer owners have gone before . . .

● I am a loyal fan of the magnificant composer, Jean Michel Jarre. I have all his existing records and consider myself quite an expert on his wonderful music.

But isn't it amazing how many of his pieces occur in computer games? I own a C64 and with my large selection of games I have sussed out four examples: *Bomb Jack — Magnetic Fields Part II*; *Loco — Equinox parts five and six*; *Yie Ar Kung Fu — Magnetic Fields part IV* and finally Rob Hubbard's Thalamus-loading music which was one of the demo's free from *Zzap*.

I do hope they get permission first before putting them into games 'cos I'll grass 'em up . . . I will yer know. It somehow seems to be such a mock-up of his music. I am only protecting the rights of my idol. I wonder how many more pieces of his music are in computer games — do you know?
Dalian
Dorchester

Editor's reply: Don't know, Dalien, but I guess JMJ is just one of many composers to be treated in this way. Me, I'm looking forward to his spectacular in London's Docklands later this year. See you there?

● Wayne's outdated. OK, if you want a "music" section in your mag please remember this is the 80s and not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Gorland. If you want to review hard music, how about punk. Don't say that there is no more punk, 'cos if punk is dead, then hard rock lies 13 billion years away. Just look at The Conflict, The Exploited, GBH and many others — or won't you dare to review it because there's lots of ★@★@ and !§★ in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there's loads of good, unknown groups in England, ie Alien Sex Fiend, Sisters of Mercy, The Dead Kennedys, etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely, March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Hewson's Zynapes.
Wim de Gent
Belgium

● Never mind with the Dear C+VG crap listen up!

You need a swift kick in the pants to get your brain working. There're a few things about your mag that I don't like.

1. Your competitions seem to be set for Artists, what about us other readers who can't draw!

2. Your letter pages are full of it! Yes, full of people moaning about pointed anatomy and God knows what else. Send these people one crate of Terry Wogan underwear this should quickly dispatch them.

3. Just how many people out there don't know how to write complex programes (me included)? Everyone can write game scenarios. Isn't it about time you showed us how arcade games are made?

4. Don't you ever read what you print? And there are too many black and white Spectrum 0.1k photographs.
Anon
Birmingham

Pen Pal Page.

● I am looking for new friends to write to, to talk about my C64. I also have a 1541 disk drive, printer and modem. I have had my computer for two years and I just love it! So, please write to me.

Gerry Charron
PO Box 9084
Main Terminal
Ottawa
Ontario
K16 3TB
Canada

● I am a 17-year-old Spanish C64 owner, who would like to swap pokes, hints, etc, with owners anywhere in the world.

Jordi Verges
Molins de Rei no03 Sob 1a
08750 Barcelona
Spain

● Hiya, my name is Kin On 'Ghetto' Li. I am a Chinese walkin' talkin' readin' listenin' adventurin' wacko person. Anyone want an innocent 10-year-old penpal like me to write to?

Are there any Amstrad CPC 464 cool dudes out there to swap news, etc?, then write to me c/o C+VG.

Kin On 'Ghetto' Li
Cheshire

● I am a 15-year-old Finnish boy and I have MSX-micro and cassette unit. I would like to swap ideas, hints, etc. I am looking for male/female pen pals from abroad. All letters will be answered.

Taisto Repo
Lehtola
74640 Sulkavanjrv
Finland

● If anyone is interested, I am a 14-year-old boy stationed in Malaysia where a very good range of software for all computers is available for very good prices. I own a C64 and would like anyone interested in the above or maybe just to chat to drop me a line.

Nathon Gunn
Desa Ukay Heights
Condo-apts B-no 2
Jalan Teberau
Kuala Lumpur 68000
Malaysia

● I am the owner of a BBC Master compact and would like to get in touch with any male or female from Britain. I am 15 years old and a student at the English School in Nicosia.

Dinos Strovolides
8 Phedias Street
Strovolos
Nicosia 154
Cyprus

● My name is Mark. I am 13 and own a C64 and 1530 datassette unit. I would like pen pals all over the world. I would like to swap hints, tips and pokes.

Mark Murphy
9 Woodvale
Foynes
Co. Limerick
Eire

● Hello there! I am a very lonely, male C64 owner and would like a male or female pen pal (preferably the latter). You don't have to own a computer, just write whether you want to swap hints or tips or just to chat. I don't mind.

Any members of *The Hunting* are welcome. Criminals or Exterminators, and before you ask, yes, I am a member. I'll reply to everyone.

J C Genius
Essex

● I am an American C64 owner who is stuck with only a datacassette and printer. I would love to here from anybody, from any country, wanting an American pen pal.

Paul Smith
526 Township St
Sedro-Woolley WA
98284
USA

● This is the voice of someone who has just bought an Amiga 500. Yes, it is a fantastic machine! But, I need a pen pal. I really like good graphic adventures like the *Pawn*.

De Vos Christophe
Oeverstraat 11
1900 Lokeren
Belgium

● I am a 14-year-old Atari 520STFM/Speccy owner who desperately wants a British — preferably in the South East — male/female pen pal of roughly the same age. I am a devoted computer freak.

Paul Meech
Essex

● I am looking for a penfriend between the ages of 13 and 15 and who will be able to inform me of upcoming games that are being converted from the arcades to the computer. I am not bothered where they come from but I would like to know their hobbies and interests.

Gregory Winfield
67 May Street
Altona North, 3025
Victoria
Australia

● Fancy a pen pal who is: crazily keen on home computers, a CPC 6128 Amstrad owner with a cassette player, interested to get in touch with other Amstrad owners, 17 years old and a really nice lad? If you do, then don't waste any time! Send a letter to:

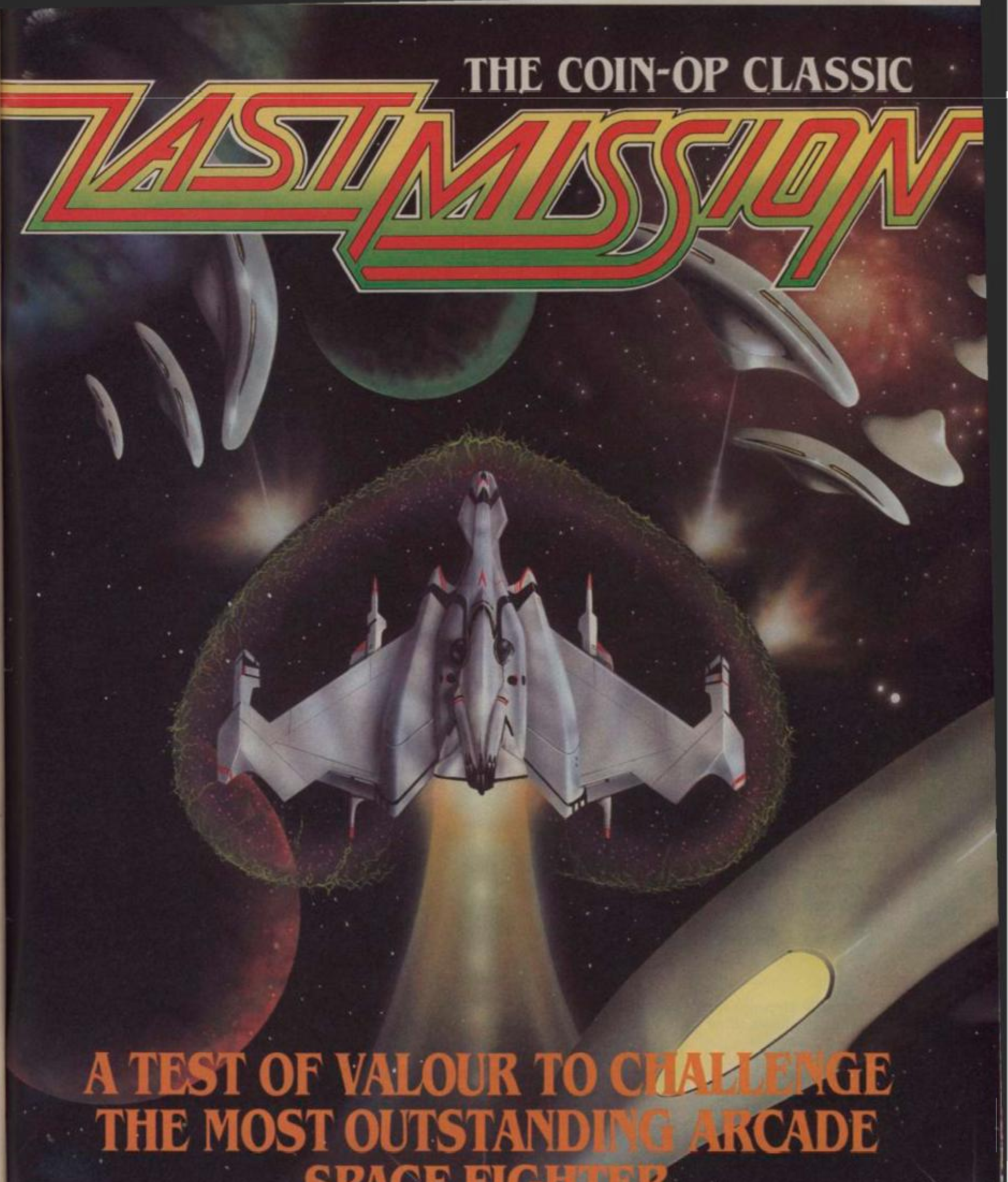
Harry Tsangarides
2 Phedras St
Acropolis
Nicosia
Cyprus

● I have been studying English and German at the Institute of Foreign Language in Prague. My name is Jiri Suchy and I would like to have a pen-pal from England, Scotland or Ireland. I am 37-years-old and work as a translator. My hobbies are tourism and hiking.

Jiri Suchy
Praha 10
Pripotocni 21
101 001
Czechoslovakia

● I am a 16-year-old Amiga user who would like to get in touch with male or female Amiga users. I am interested in swaping ideas, tips, information and, of course, letters. I run Amiga Users Group, Norway, so I can get lots of tips and info.

Oyvind Grimstad
N 6674 Kvisvik
Norway



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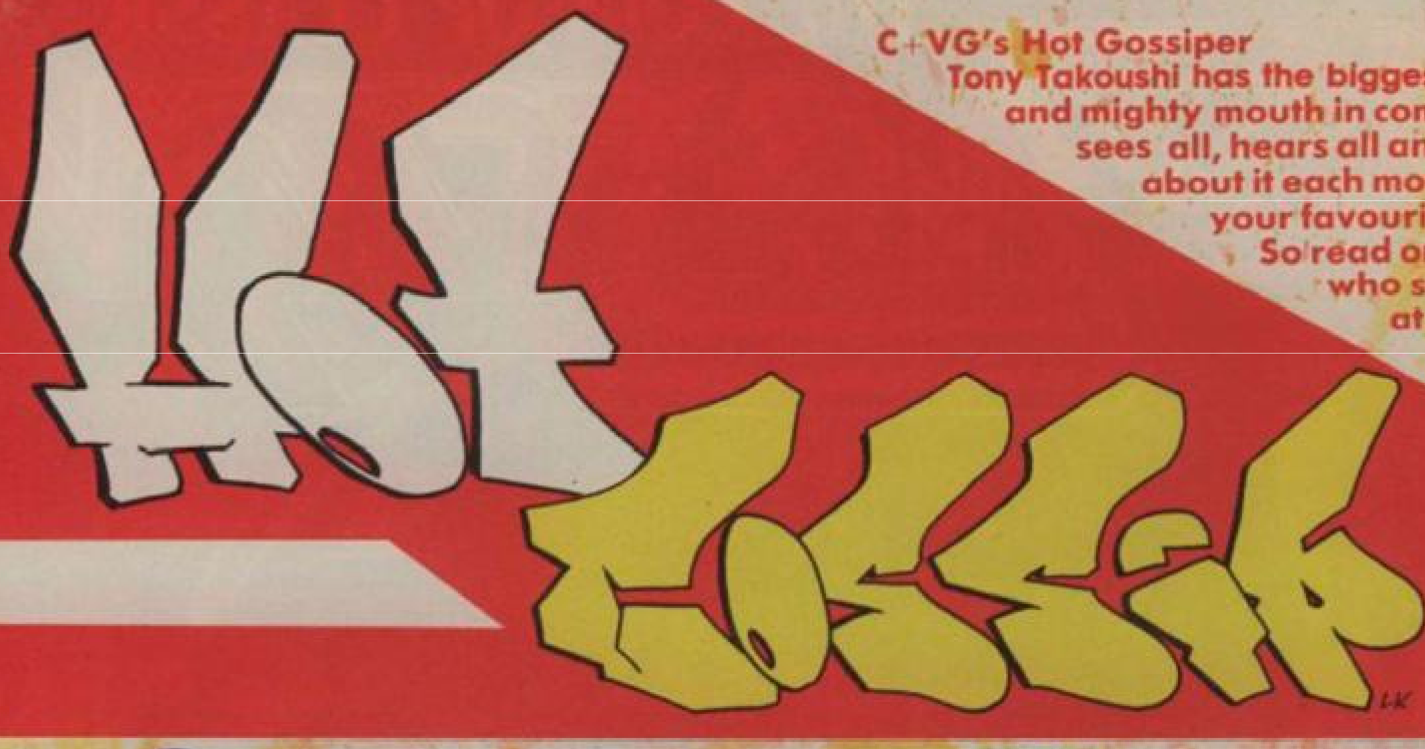


C+VG's Hot Gossiper
Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

One of the most painful aspects of owning an Amiga right now is the extreme shortage of quality arcade games. OK, so there are a few games from Anco and Eidersoft but nothing to set the world on fire.

But do not despair! There is help on the way. Really classy arcade games are being written in Germany for the Amiga. A hot (pre-production) little item that has arrived on my desk is *Garrison*.

Garrison is truly awesome — there's a word I haven't used for a while — it is a *Gauntlet* derivative and has everything you could want from an Amiga game.

When the game has loaded you are presented with a choice of five characters, Merlin the Wizard, Agor the Warrior, Golwyn the Elf, Valeria the Valkyrie and Thorin the Dwarf. You choose your character and go into the game.

The play area takes up two-thirds of the screen, with the other third to give you the details of each character's score, health, keys/treasure/potions collected.

At the bottom of the screen is a timer — not operational in my copy — I would assume speed is the order of the day.

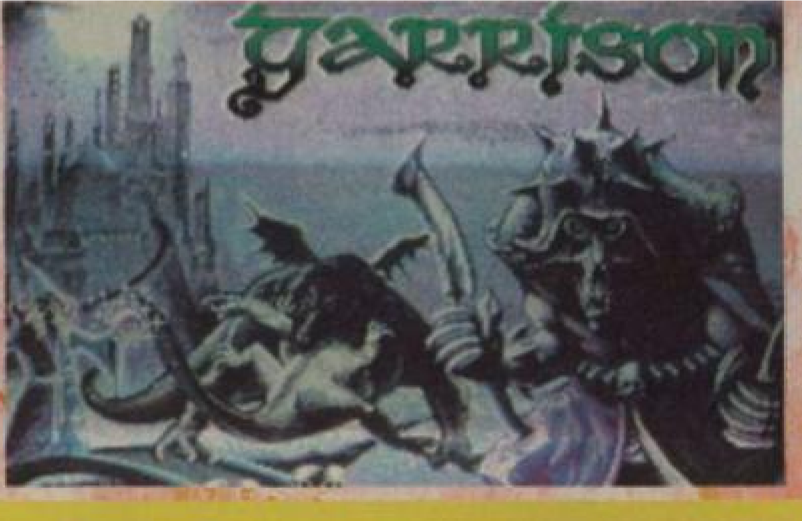
As is the form there are zillions of ghosts trying to nobble you, and you lose health points if they touch you.

You can destroy the ghosts by zapping them but give yourself room as they do tend to crowd around you!

Other features of the game include chunky hunks of chicken and swinish-looking hams to keep your health level up, drinking potions and amulets for special powers and teleports to get you into corners of each level.

The play is smooth and the action does not slow down regardless of how many nasties are on screen!

I really am looking forward to this little gem being finished as the author promises a hundred levels, lots more enemies, sounds galore and even better graphics.



It's really strange that just a few days after writing my last comment on TV producers and marketing people, I had a call from Channel Four to do a spot on their Network 7 show.

To be honest it did little to change my view that people in TV know nothing about computers. To a great extent they still seem to take the view that computers are a fad, and are not here to stay.

What was refreshing was that they were honest about their ignorance and were keen to do more on computers.

That set me thinking. What we should do, I mused, is start a proper campaign for a PROPER TV computer GAMES show — not just another *BLUE PETER* and Chips!

What better way to start than to ask all the C+VG readers who'd like to see a proper show on TV, dealing with their favourite subject, to join in a campaign to persuade the controllers of the airwaves to let computer games have a regular slot.

What we at C+VG would like is for you to fill in the petition coupon below, and get a friend to sign it as well.

Then we'll pass on your demand to the BBC, ITV and Channel 4. If they ignore the massed ranks of C+VG readers then you'll know that they don't care about the kids!

Remember if you don't, you won't get the TV you want.

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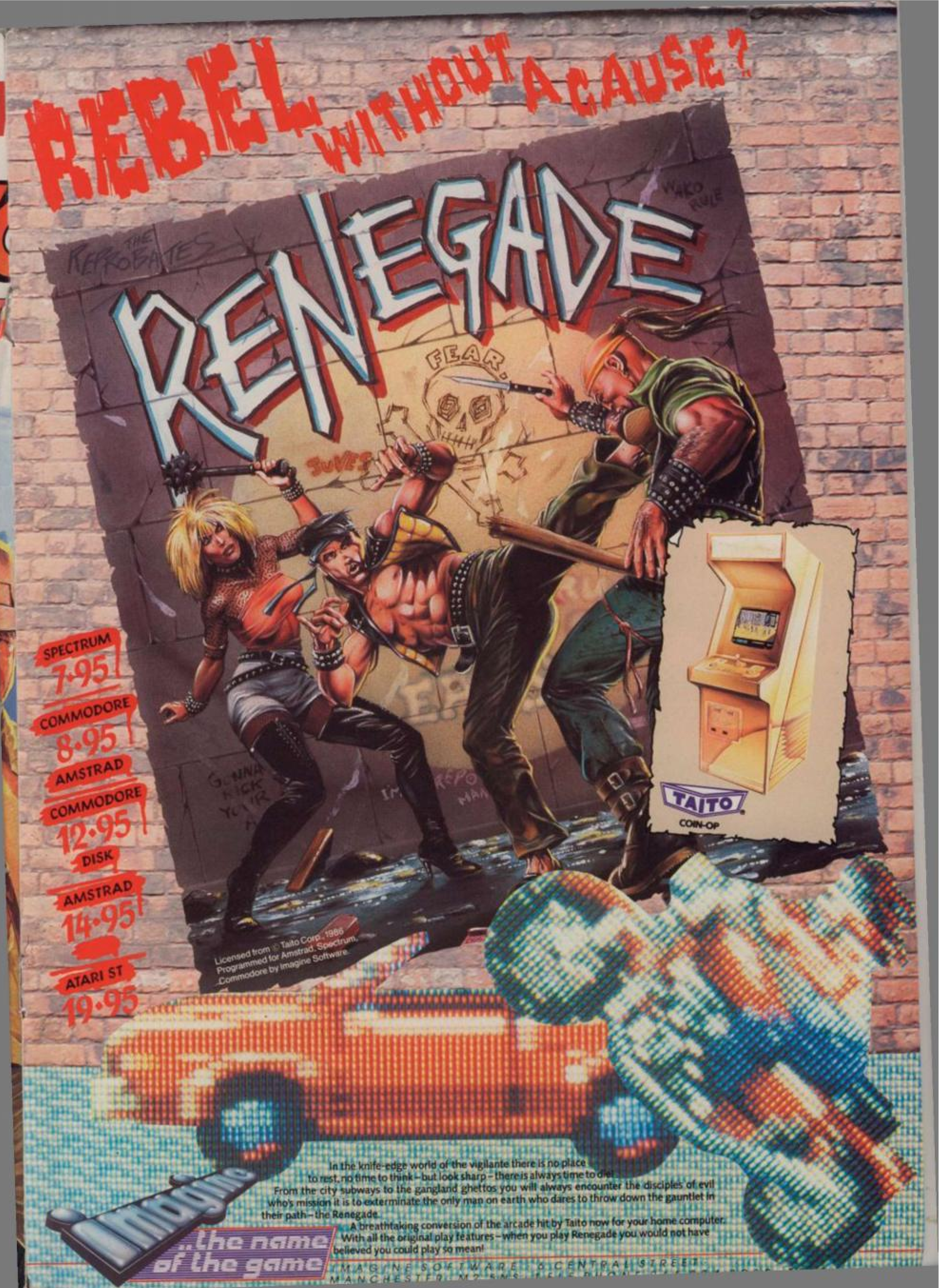
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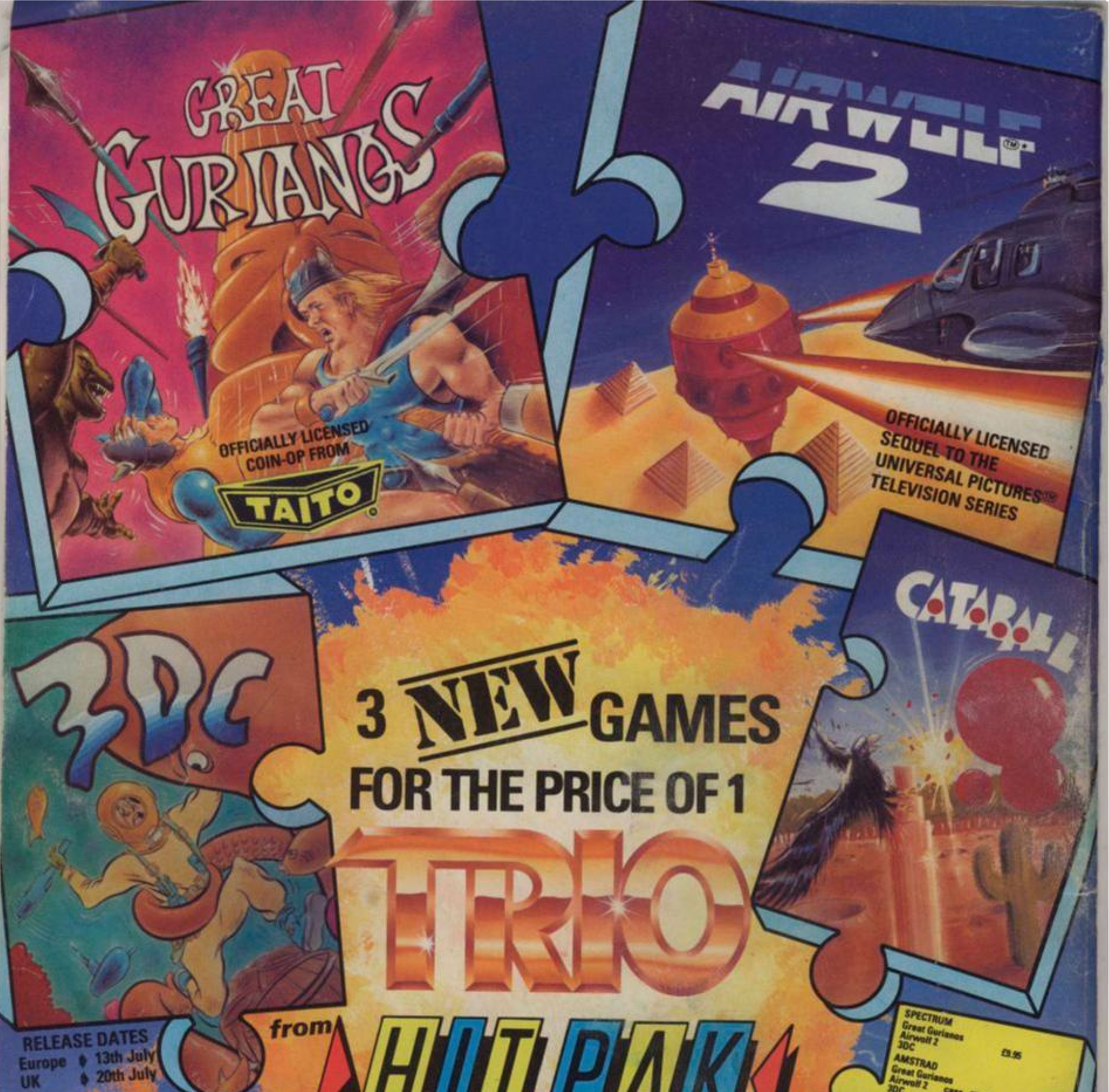
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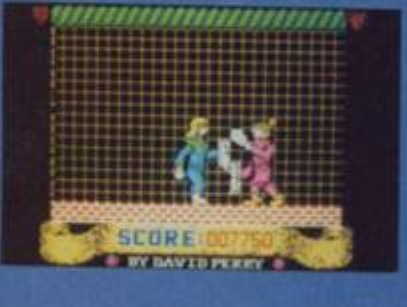
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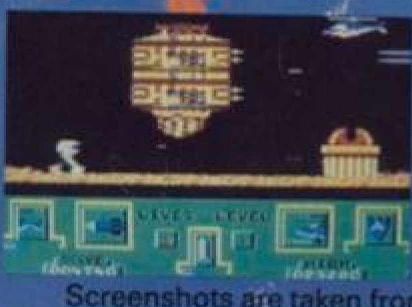
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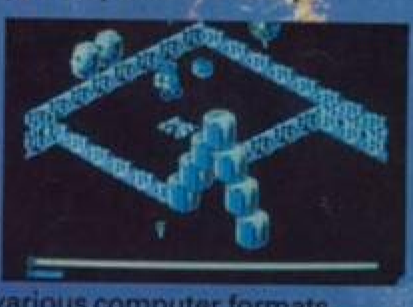

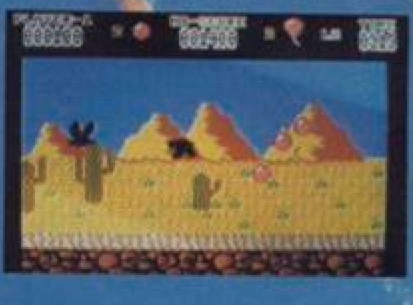

Screenshots are taken from various computer formats.

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